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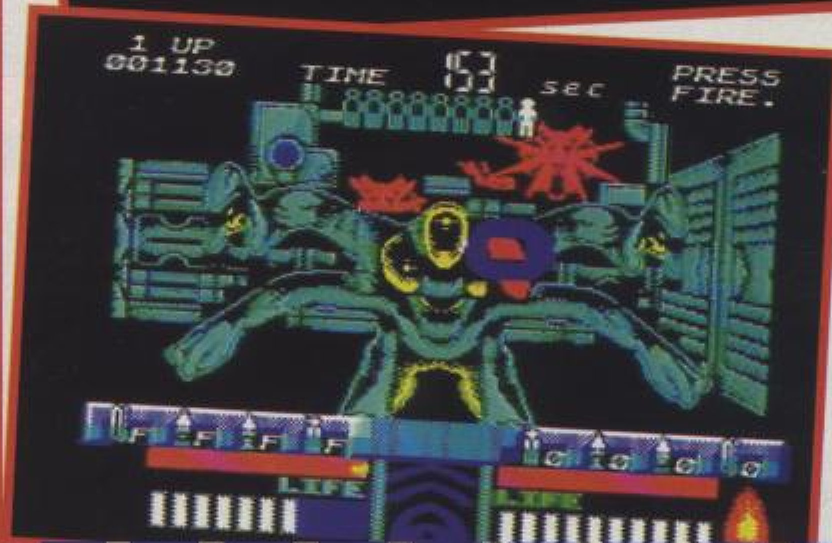
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This ISSUE Never Ending Story II



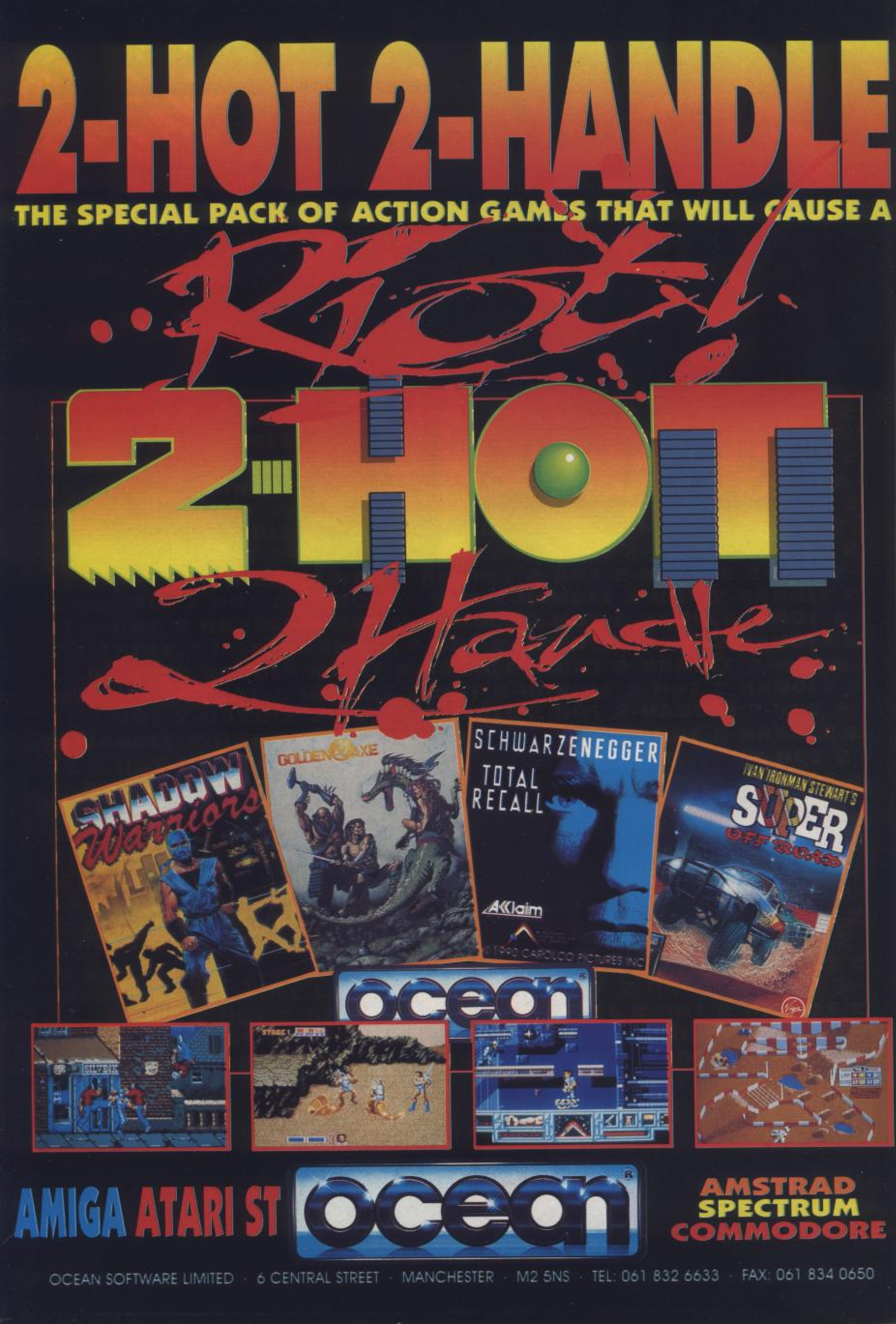


★ REGULARS ★

✪ February trip to Games City... ✪

Game Thrills... page 6

- **BATTLE VALLEY** full game from 21st Century!
- **HEAD THE BALL** full game from 21st Century!
- **DOUBLE DRAGON III** exclusive playable demo!
- **POKE ZONE** cheats on tape!



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CRASH CORNER

Starring Lucy, Nick, Mark and Warren

Pigs might fly and Hitler was a Samaritan. Lets face it, there's more chance of that than sticking to your New Year's resolutions. But year after year, after the Christmas festivities are all over, people take a long look at their disgusting selves and resolve to turn into saints by giving up everything which gives them the slightest bit of pleasure — then give up giving up by about lunchtime, January 1. Here's a few the CRASH team broke...

LUCY - Ed



Since I'm utterly perfect, it's pretty difficult to find something to give up (I don't count my chronic alcoholism, the £10,000-a-day drug habit and some rather nasty incidents with Nicko, two straws, a pomegranite and a deflated water wing).

I suppose I could keep the office carpet cleaner by taking the razor blades off the whip I use on Corky (but he'd be so disappointed). I could resolve to do the washing-up, but then I did that one last year and I actually carried it out — once. The only one I can genuinely make and stick to is to make CRASH the best Speccy mag in the world (not difficult, since it already is!).

NICK - Dep Ed



The one thing I've decided to cut out in 1992 is wearing women's underwear... naa, not really, I could never give that up. I've decided to do more exercise. Instead of driving the .002 of a mile to work every morning, I'll start walking (with a Walkman to keep my ears occupied, of course).

The local swimming pool is where you'll find me at weekends, complete with snorkel set and flippers, and I might even go and work out down the gym! You'll all have to call me Nick 'Arnie Schwarzenegger' Roberts by this time next year! (HA HA HA! And lions are vegetarian! —Ed.)

MARK - Office Punch Bag



Like Nick, I'm starting to become a bit of a fatty, so it's off to the local gym for me — especially after the office Chrimble party, which ended with a punch-up (everyone dived under the tables to look for 'lost contact lenses'). A couple of months ago I made a pre-New Year vow to become teetotal. All the money I wasted on booze is now going to pay for a car.

I also vow not to print any more silly Zapf Dingbat (decorative little shapes —Prod Ed) messages — the last one earned me a black eye (I vow to keep away from women with strong right hooks). I also promise to do the washing-up in our house, or at least load up the dishwasher. And last but by no means least, I vow to return to CRASH one day (as I'll very soon be defecting to ZZAP!).

WARREN LAPWORTH - Prod Ed



Before I go on, I hope our designer, Charlie Chubb, resolves to pay more attention — in last issue's *Crash Corner* I looked just like Mark (ugh!)! As for *my* resolutions...

In the past, I've strongly resolved never to make any New Year resolutions, and unsurprise unsurprise, I've kept that promise. I don't like having to stick to decisions — what if I change my mind? — but just for CRASH, I'll make an exception this year, with three tough vows:

1. I resolve not to juggle three gerbils, an advocado and a pair of Oxo cubes while balancing a stick of rhubarb on the end of my nose and reciting the complete works of Shakespeare in Japanese. Backwards.
2. I resolve not to make a scale model of the Eiffel Tower using the supporting cast of *Take the High Road*, with *The Hong Kong Book Of Kung-Fu* as the lift.
3. I resolve not to abseil down the front of BBC TV Centre in London, dash into the *Going Live!* studio and say to Gordon The Gopher, 'Wey-hey, how's that for a polka-dot theodolite?'

Deary me, I'm going to have such a tricky time keeping those, eh viewers?

Candid CRASH

Crash for President

Wotcha, bods! Well it's February again, the month of massive electric bills, cars that won't start, a humungous suicide rate and weather so cold the bogies freeze up your nose — doesn't it make you feel *great*? No? Oh well, you can't help being misey-basts, can you?

At least it's Valentine's Day soon. Last year, the postman almost broke his back bringing all Nick's cards to the office, then we opened 'em and found they were all from himself! The only genuine one was rather grubby and turned out to be from a mentally defective wombat. Nick was so delighted he rushed straight out and proposed. The couple are now living in marital bliss in a centrally heated conker tree outside the office.

Anyway, as far as CRASH goes this month (can you ever get enough?) we've got all the bestest news, reviews and previews, Techni-Tak, SAM Page, a CRASH Vs ZZAP! Vs SEGA FORCE Inter-Magazine, Fight-to-the-Death Game Challenge and a Valentine spesh. And your front page freebies include the classics of yesteryear, *Battle Valley* and *Head The Ball*, as well as *Poke Zone* and a super-duper *Double Dragon III* demo.

Ta-ra, seeja next month!

Coming to you live from CRASH Towers are: Editor Lucy 'Hot Lips' Hickman Deputy Editor Nick 'Get Yer Kit Off' Roberts Staff Writer Mark 'Gas Mark 6' Caswell Production Editor Warren 'Technicolour Neck' Lapworth Adventures Ian 'Gerald Kaufman' Osborne Art & Design Charlie 'De-cherried' Chubb, Mark 'Newt' Kendrick Systems Manager Ian 'Modest Bast' Chubb Photography Michael 'Anorexic' Parkinson Publisher Roger 'Milton' Kean Advertisement Manager Sheila 'Omni-present' Jarvis Advertisement Sales Executive George 'Casanova' Keenan Advertisement Production Jo '0898' Lewis Production Jackie 'Memo' Morris Reprographics Rob 'I've got a brand new shower' Millichamp Managing Director Jonathan 'Liquid Lunch' Rignall Circulation Manager David 'Birdie-dick' Wren Accounts Sheila 'Morticia' Adams. Subscriptions David 'Bradford and' Bingle(y) Typesetting Europress Impact, using Apple Machintosh II computers, running Quark XPress and Adobe Illustrator 3.0 Printing BPCC Business Magazines (Carlisle) Ltd Distribution COMAG, Tavistock Road, West Drayton, Middlesex.

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This month's cover: *Never Ending Story II*. Cover design by Oliver Frey. Powertape inlay by Mark Kendrick.

ABC

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game thrills

Bring your speccy alive with another stack of games!

Head the ball

Complete game!

Ooo, oo oooo, I ain't got no-body (and similar whiney singing). But that's what makes this game so spesh — you've got to metaphorically *and* literally use your head in this game. You must be rather drunk, 'cos you're legless (ho ho)! That needn't worry anyone, 'cos you're completely armless (tee-hee)! (Get on with it —Ed.)



● Take control of Head, your main objective being to rescue your girlfriend from the evil Gobba's clutches (and he clutches very tightly indeed). To accomplish this, you need to negotiate the Globoids' territory and the defeat Nail-Heads who inhabit it. As this is the only route to your beloved, you'd better not cock it up (ooh no, don't titter missus)!

To make your task a bit easier (hah!), bounce yourself into the air and jump over things. You also have limited firepower, in the shape of ten single shots and two smart bombs, just in case 'the going gets tough'! (in the immortal words of Billy Ocean). You also carry a shield, which can only be used once but protects you from lethal enemy contact (ie a smack in the chops).

As you bound your way through the Globoids' territory, you come across gems. These should be collected at all costs, as you need something to offer Gobba for the return of your beloved. The more gems you offer, the better the chance of having your girlfriend returned safely.

Each level of the Globoids' territory has to be negotiated within a time limit, and in some areas there are special portals. These put Head at the controls of a weirdly shaped spaceship, and in true pacifist style he has to whup a few enemy asses to gain entry to the next level. But don't hang around because time is short, and your chances of rescuing your beloved are rapidly fading.

CONTROLS

Head The Ball's played using a standard joystick or the keyboard. To control Head, use a joystick as follows:

Joystick move	Action
Left	Bounce left
Right	Bounce right
Up	Bounce higher
Down	Change current weapon
Fire	Use current weapon

Keyboard controls are as follows:

Key	Action
N	Bounce left
M	Bounce right
S	Bounce higher
X	Change current weapon
A	Use the current weapon
P	Pause/unpause
Q	Quit

By selecting option three on the main menu, the keys can be redefined. Follow on-screen instructions to set the new keys.

To bounce yourself over tall objects and across long distances (a la Superman), increase your bounce height using up then left or right to redirect the jump.

To change weapons, pull/press down and the current weapon status panel will cycle through Fire, Bomb and Shield. Centre the joystick (or let go of the down key) to stop cycling (where did Head get that bike from?). Pressing fire activates the highlighted weapon.

THRILLS ON TAPE

Party on, bodacious dudes and babes! The most excellent CRASH Powertape is back with another dose of thrill-powered games, better than a night out with a troupe of singing fish (or maybe not). Yes, it's fun, fun, fun all the way with the Number One Spectrum mag, so forget the rest and buy the best! (what do you mean which mag is the best, it's CRASH you twit).

SIDE A
Battle Valley
Double Dragon 3

SIDE B
Head the Ball
Poke Zone

Check the inlay for loading instructions. Should the Powertape prove faulty, send it to: ABLEX AUDIO VIDEO LTD, CRASH 95 POWERTAPE, HARCOURT, HALESFIELD 14, TELFORD, SHROPSHIRE TF7 4QR. A healthy Powertape will wing its way to you. Please allow 28 days for delivery (though they will try to be quicker).

Battle Valley

Complete game!

It's not quite as tranquil in Wales as one would imagine, y'know. It's not all male-voice choirs, leeks and idyllic mining villages. Once in a while, those flem-spraying place names cause problems, and then it's not peace in the valleys (or the city, or the soul, whoa-oh, yeah-eah) — it's war!

● The peace summit was successful. An arms treaty has been signed and all medium-range missiles have been destroyed. All except two, that is, which have been captured by a group of terrorists, who plan to destroy the Western world unless their fellow terrorists are released from a penitentiary in the United States (cue mad laughter).

Your task, as a mercenary employed by the United States Government, is to capture the six terrorist bases in their desert outposts (okay, okay, so I lied about the Wales thing) and eliminate the missiles. Although I'm not too sure how you go about destroying two huge nuclear warheads with a spanner and couple of screwdrivers.





AIM OF THE GAME

The player starts off at Central HQ and their aim is to progress from there to capture all terrorist bases, three located in either direction. The two missiles have to be destroyed in their silos, found beyond the two farthest bases. This must all be completed before the count-down reaches zero, otherwise the missiles will be launched and the world destroyed (blimey!).

In-between the bases lie many different weapons, which steadily increase in speed and complexity as more ground is covered. Most of the weapons can be eliminated using the helicopter (Whirlybirds eat your hearts out). The remainder (mostly the big buggers) must be destroyed by the tank. And take note that the terrorist bases and missile silos themselves can only be destroyed by the tank (eat cordite death scumbags).

As the tank rumbles along it crosses the odd bridge, some of them are in desperate need of repair. Fear not gentle reader, because the helicopter has a winch that can be used to collect pontoons for mending broken bridges or extra ammunition from rooftops. The tank collects extra ammunition when it's stopped on the grid at an ammo dump. Blast the swines to smithereens, the fate of the world in your hands (so don't drop it).

CONTROLS

On title screen: 1/define keys (joystick is auto-selected), 2/toggle music on/off.

When on a base:

Joystick	Keys	Action
Left/right	O/P	Select tank
Up	Q	Select helicopter
Delete		Transfer to farthest captured base on far side of HQ

Using a tank or helicopter:

Joystick	Keys	Action
Left/right	O/P	Move left/right
Up/down (helicopter)	Q/A	Move up/down
Fire	Space	Fire rocket/shell

Using helicopter winch:
Halt helicopter then hold down fire button (or space key) and move joystick up/down (or Q/A) to raise winch up/down.

SCORING

Anti-aircraft cannon	1250
Land-based missile	300
Missile launch pad	2000
Missile carrier	1000
Missile launcher	2020
Storage silo	300
Early warning station	2000
Rocket launcher	800
Anti-aircraft gun	750
Defensive cannon	1250
Fuel tanker	300
Rapid-fire launcher	750
Ammunition truck	300
Fuel tank	400
Military outpost	1750
Transmission mast	1000

double Dragon III

Playable demo!







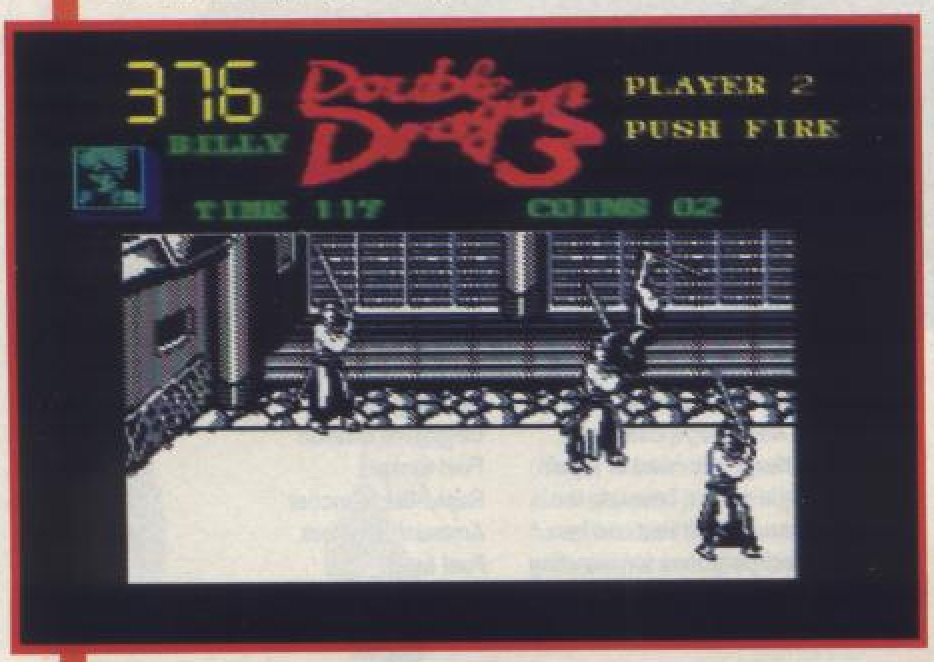
The Brothers Lee are back, to perform their rather good Max Wall impersonation (complete with silly walk). No, hold on, it's Billy and Jimmy Lee, heroes of two previous *Double Dragon* games. It would seem that Billy's girlfriend, Marion, has been half-inched for a *third* time (I bet she's a bit sick of this by now), so the boys are back in business. Give 'em a hand! (no, not a round of applause you fool)

● The kidnappers are demanding that Bill and Jim find the Rosetta Stones (a bunch of crusty old artefacts) to secure Marion's safe release. A world cruise is in order for our heroes (hoy, this is business, not a holiday!): America, China, Japan, Italy and Egypt are visited as the Bros boldly go where no man has gone before (hmm, where have I heard that before Mr Spock?). Luckily, they have a guide to help them find the Rosetta Stones, a wrinkly old Oriental dude called Hiruko the Soothsayer (courtesy Silly Chinese Names Inc).

As expected, many of the levels have streetfighting sections where Billy and Jimmy are set upon by gangs of bloodthirsty thugs. Apart from fists and feet (they taught Jackie Chan everything he knows about the martial arts), B and J can nip into the local weapons shop and purchase a wide range of explosive devices and blunt instruments to use against the bad guys. Nunchukas, grenades, missiles, knuckledusters and more are all on offer (for the right price, of course). Though if the coffers are bare Bill and Ted... sorry Jimmy can find the odd crate or dustbin to lob around.

As well as punches and kicks, Billy and Jimmy have a range of fancy new moves at their disposal, including the Locking Head Squeeze (ouch), Handstand Ankle Flip (eye watering time ahoy) and the pleasantly named One-Armed Headbutt (don't try this one on your little brother or sister).

So there you have it, save Marion (yet again) and hope she stays a free woman long enough for the programmers to produce *Double Dragon IV*. But knowing the silly mare she will be back in the bad guys clutches soon enough.



Reckon you could write a game for the CRASH powertape!

All you amateur programmers out there in Speccyland could see your game on a future Powertape, but only if you send us either a tape or disk containing your hard work. We would also appreciate a letter explaining the gameplay. If your game passes the CRASH reviewer test, it stands a good chance of appearing on the tape! The address to write to is EUROPRESS IMPACT LTD, CRASH POWERTAPE DEPT, LUDLOW, SHROPSHIRE SY8 1JW.

● IMPORTANT! Please signthis declaration:

This program is submitted for publication by EUROPRESS IMPACT. It is wholly my/our own work and ~I/we agree to indemnify CRASH against any possible legal action should copyright problems arise. This game is not being considered for publication by any other magazine or software house an I/we will inform you in writing in the event of this happening.

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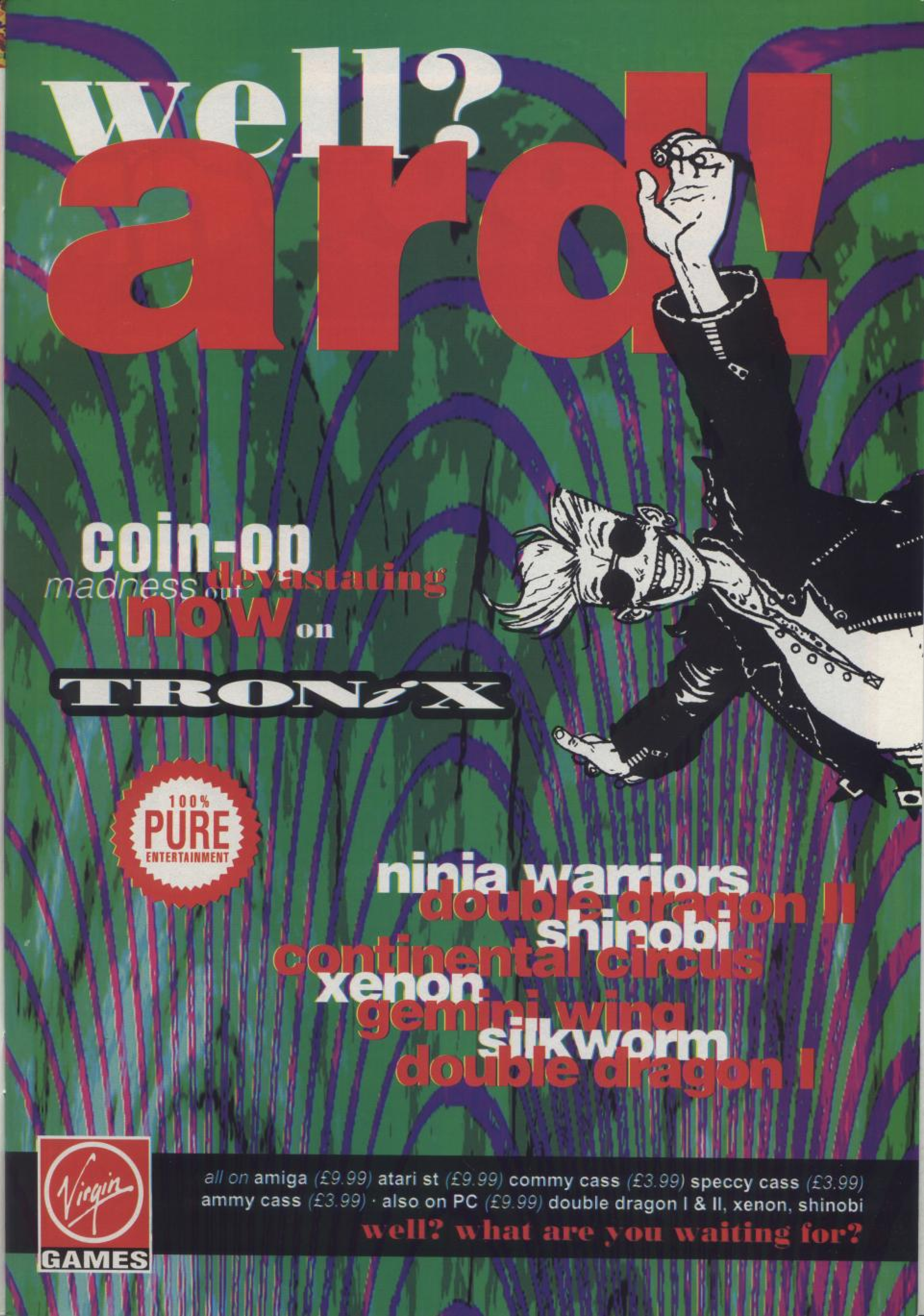
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happenin

Who's Who in The Addams Family!

GOMEZ

The Dad! A Rhett Butler lookalike with greasy charm and pencil 'tache. His childhood pranks included blowing up the other kids with dynamite just for a laff. Gets frisky whenever his wifey speaks French to him — ooh-la-la!

MORTICIA

The Mom! Always dresses in black (you never know when there might be a funeral with this family!). Likes being tortured. Goes on hols with her hubby to the Bermuda Triangle. Has a shower with three settings: cold, hot and scalding. Hot stuff!

WEDNESDAY

The Daughter! Prefers her dolls with their heads pulled off. Gets a kick out of being poisoned by her brother Pugsley and, in turn, likes to electrocute him for fun. Shocking!

PUGSLEY

The Son! He's obsessed with diseases, has a particular fascination for scabs — usually other peoples'! Steals road signs like 'High Voltage' and 'Bridge Out' so he can relish the inevitable car crash, blood and carnage that follows. Takes after his Uncle Fester — sicko!

GRANDMAMA

The Granny! Hardly the sweet little old lady type. This ancient crone cooks up all manner of 'delicious' concoctions for breakfast, most of which is still squirming on the plate long after she's cooked it!

UNCLE FESTER

The Uncle! This fella really should get a few early nights — he's got nasty dark circles the size of sleeping bags under his eyes! Dates a pair of Siamese twins called Flora and Fauna. Does a special dance called the Mamoushka where he catches a sword in his mouth and swallows it. Sharp!

THING

The Hand! Totally disembodied, the Thing is the family's pet hand who's somewhat excitable and definitely lecherous. Handy!

DUH-DUH-DUH-DUM!

Let's face it folks, everybody's family racks 'em off every now and then — it's an irreversible fact of life. But nothing, NOTHING, could be as bad as the Addams Family, who get their kicks from torture, electrocution and poisoning, consider a holiday in the Bermuda Triangle as the ultimate and keep floating hands as pets.

The recent smash hit movie based on the crazy clan grossed 20 million big ones (ie, pounds — what did you think we meant?!) in its first two weeks. They first emerged as a cartoon, written by some fella called Charles Addams, who apparently based the characters on his own family — poor chap! In the mid-Sixties they landed their own TV series.

Now Ocean — ever on the ball when it comes to scooping big film names — are converting the terrifying tribe, who make Hannibal the Cannibal look like a pussy cat, into a Speccy game! Keep your eyes peeled for our preview piece, coming soon...



ngs!

Ah, motorbikes. Wonderful machines. Cruising along the highway, free as a bird, with all that throbbing power between your legs (oooooooo-errr!), the wind whistling in your face and no traffic jams.

And, if you ride 'em fast enough, you could knock spots off Arnold Schwarzenegger as The Terminator — look at Barry Sheen, he's got more metal in his lower regions than Arnie'll *ever* have. Thing is, you'd have to smash your bike up at several hundred miles an hour and endure excruciating pain before the Hollywood bods would even think about auditioning you. Oh, and you might die, but nothing comes easy in this life.

Our esteemed editor's first experience on a brum-it gave her one hell of a buzz — zooming along a little country road on a racy little 125cc trial bike with her sexiest mini-skirt on, an inquisitive little bee decided it was a damn good view and went to investigate further. Yep, you've got it, one bee, straight up the skirt, decided an upper thigh looked like a great stinging spot, screech of agony, one Hickman splattered all over the road!

Zeppelin Software *are pretty keen on motorbikes, so (surprise surprise) they're creating a game all about them, specifically the go-fast* Kawasaki *(give me a Harley Davidson any day —Ed), so that's what they've named the game. Let's have a butcher's at what it's all about:*

Born to be wild



Opening sequence

Biker chuggs along on 125 and pulls up outside Kawasaki UK HQ offices. (Gets off and goes in.)
Man at desk: "So you wanna join Team Green?"
Form on desk:
Name...............................
Previous Experience: Yes ( ) No ( )

You enter your name and if no experience is selected you're sent to the track for a practice session. If yes, previous data under that name is presented as a race history.

The bikes

Over a number of seasons the user progresses through the bikes starting with:
ZXR 400 (top speed 150mph, sharp handling)
ZZ-R600 (top speed 150mph, medium handling)
ZXR 750 (top speed 160mph, sharp handling)
ZZ-R1100 (top speed 178mph, medium handling)

The bigger the bike the faster it accelerates and the higher the speed needed to bank round corners. Banking too far causes rider to part company with bike. The bike displays speed, revs, fuel and gear.

Each bike has six gears and manual change. Under normal usage, a tank of fuel is enough for 16 laps, no matter what the bike. Excessive accelerating and incorrect use of gears wastes fuel.

Race sequence

A season consists of 12 races on the same bike against 11 other riders on six courses. Each race consists of: .
1. Display of bike and its specification followed by a display and details of the course.
2. A practice session.
3. A timed lap to determine grid position.
4. A race of 15, 20, 30 or 40 laps depending on bike size.
5. If the user wins, a 'lap of honour' animated sequence is displayed.

Crashes

All bikes can crash, not just the user's. A bike that drives into the back of another could be disqualified. Where two bikes have collided ahead of the user, a yellow flag appears as a warning to slow down and take evasive action. In the event of a single incident causing the collision of one third or more of the bikes, a red flag indicates a restart.

Collisions result in damage that must be repaired at the next pitstop. A serious, high speed collision puts you out of the race.

Well, there you have it, watch out for *Kawasaki* in our preview pages — coming soon...

CRASH GOES GREEN!

It's a jolly welcome to Big Al Green, who joins the CRASH team after the traitorous defection of Corky Caswell to our Commodore counterpart, ZZAP!

Big Al comes to the magazine fully qualified (many years of experience and research in tea making) and not only is he in the process of revolutionising the entire magazine, he's also a beacon of fashion in the office with designer sportswear (baggy Lee T-shirt and flappy 'MC Hammer' trousers) and a 'bad' haircut (in other words he's as bald as Captain Picard).

He often rolls erratically into the office carpark of a morning in his flash motor (a beaten up Lada), after wild nights in his heady home town of Wolverhampton. On arrival he's usually dozy and generally useless, having spent all his spare time listening to extremely loud music of bizarre nature (Bucks Fizz, The Brotherhood Of Man, Gilbert O' Sullivan etc). In fact he's now completely deaf (watch out for this one's sound ratings!).

Alan likes toast, sleeping at his desk, falling out of tall trees, driving very fast and boogieing (his greatest ambition is to appear on *Dance Energy*). On the other hand, he particularly dislikes boring games, his van breaking down, and zoos — he can't get any girlfriends from there!

So bye-bye, Corky Caswell, we'll miss your ugly mug around here, and hello to Big Al (this one's so much more fun to whip — he scream's much louder —Ed)



It's goodies galore with... Never Ending Story II

Win a CD player and stonking soundtrack or a trendy T-shirt

SPINEY STORIES

If these tremendous prizes have got your mouth watering, here's what to do...

Check out this lovely creature, Peter the Porcupine... isn't he cute? All you've got to do is show off your literary skills by writing us a short story involving our cuddly(!) little friend. It could be funny, sad, tall or short, it's totally up to you. We all like a bit of a giggle in the CRASH office so all you budding Fry and Lauries put pen to paper!

All stories should be 400 words long, maximum. And that's it — what could be simpler? So don't be a spineless wonder — write a classic and you'll not only have the pleasure of giving us a rip-roaring laugh but you could be the extremely proud winner of these amazing prizes. Best of luck!

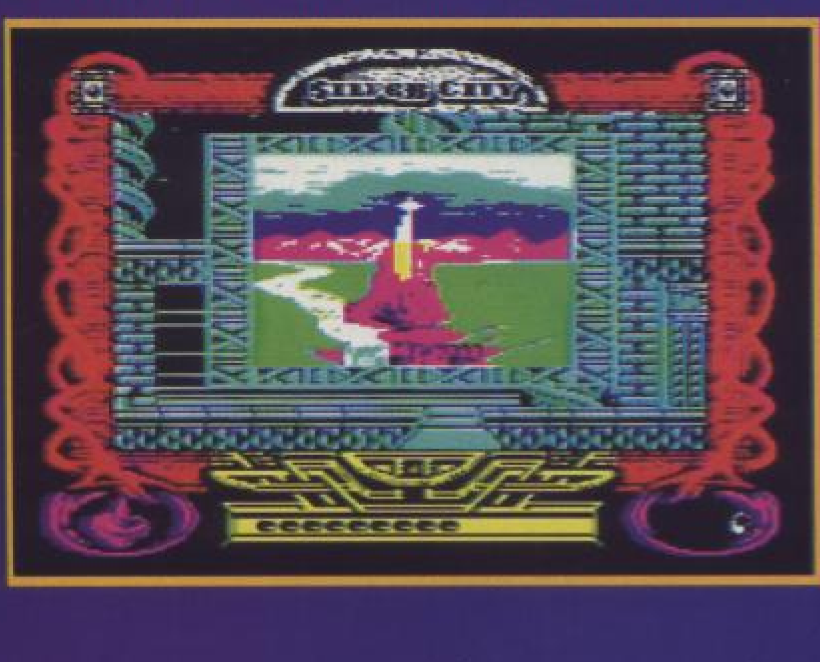
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Yes folks, you've seen the films with those disgustingly cute furry Ewok blokes, and heard the soppy music from Kajagoogoo's Limahl, now play the game. It's magical and mystical stuff as you help Bastian Bux on his merry way to save the fabulous land of Fantasia.

This whimsical kingdom has been cursed by a wicked sorceress, Xayide, from the mysterious Castle Horok. The dastardly witch has cast a shroud of emptiness over the land and caused all kinds of mayhem. Bastian must put on his bravest head and battle against giants, dragons and all kinds of hideous creatures before he can return safely with his beloved Atreyu.

The amazing game is made up of lots of levels, each with a different game style to grab the attention of the gamesplayer and glue it to the screen. You start in the strange Silver City, running around dodging giant lobster like creatures and jumping huge gaps. This horizontally scrolling maze leads to a great 3D flying level! By jumping on the back of your pal (with marrobone) you zoom through the air avoiding dragons and hoping for a safe landing! There is never a quiet moment in Never Ending Story II.





SURPRIZE SURPRIZE!

And since you're all so great and brill (probably), those lovely people at Linel have given us a never ending load of prizes (almost) for you to get your hands on. They've put up a superb CD PLAYER for the first prize of our competition, plus the phenomenal soundtrack of the film itself! That should get the neighbours banging on the wall when you play it full blast on a Sunday morning!

And if that isn't generous enough, they're giving away ten copies of the game with accompanying T-shirts for the runners-up. If that doesn't prise you away from your Speccy and get you writing, I don't know what will!



Howdy all. Here's my super story and it's the best thing since sliced bread!

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Never Ending Story II

Linel ● £10.99 cassette ● £15.99 disk



Oh I can't cope with this! A never ending story. What's the point in that? It's almost as bad as one of them books you get from the library which some git has torn the last page out of! NICK ROBERTS is the man with the Sellotape...!

Everyone knows of the first *Never Ending Story* with its terrible theme tune by Limahl from Kajagoowotchmorcalit. "It had a big dog thing in it, didn't it?", said Lucy when she heard we were getting this game in. Yes dear, keep taking the tablets— you'll feel much better (patronizing git — Ed)! As you might have gathered by now, the game's based around the block busting movie of the same name. The story goes a little bit like this...

Bastian Bux (that's you) starts to read the magical book again and the voice of the Childlike Empress (what an imaginative name — Ed) calls to him for help. While engrossed in reading he's spirited into Fantasia (isn't that where Mickey Mouse lives?) where he meets the inhabitants of the Silver City. While poking his nose around the city he suddenly gets pounced on by loads of giants (a bit unsporting really) so he legs it and bumps into the Lava Man and Windbride who explain the perils of the land of Fantasia.

MULTI-LEVEL MAYHEM!

Bastian is out to discover the reason for the emptiness billowing out from Castle Horok, which is slowly destroying Fantasia. And with six levels of action and many a monster to stop the adventurer in his quest, this is a game with lots of lastability.

The Ship Of Secret Plots is the first setting, with giants that step on your head if you're not careful. This is shown in a horizontal scrolling platform style with lots of detailed backgrounds and challenging gameplay.

A pilot's licence is needed next as Bastian jumps onto the back of his faithful friend Falkor (excuse me! — Ed) and has the flight of his life! From the 3–D viewpoint, control Falkor and crush the evil dragons following you against the walls of the canyons of Fantasia.



● Arrgh! It's the attack of the mutant rose thorns.



Stories that never ended!

Here are a few stories from the archives that seemed to go on, and on, etc.

1. Corky Caswell's moaning — once he starts the only thing that stops him is a sledge hammer to the head!
2. Party Political Broadcasts — those politicians really know how to bore the wallpaper off the wall don't they?
3. The Telly Addicts board game — we started a game of this on Christmas day and it's still going now! So that's why they're called 'bored' games!
4. East Enders — this televisual delight of a programme will just go on forever (unfortunately — Ed)!
5. Nick's ego it just goes on and on and on and on...
6. CRASH — this is one story that will definitely never end. You'll be able to pass down your CRASH collection from generation to generation telling your grandchildren of the delights of Spectrum gaming!



● Ooo! Chase me, chase me!



● There's the goal in the background — will he make it?

When Bastian finally reaches the castle he rescues Atreyu and bops off a few more weird and wonderful enemies that keep cropping up! Armed with a spray can, he fights off more giants... what does he think a spray can is going to do for him?

A ride through the Orchid Forest and a splash in the river finishes off this extravaganza of a game. The great thing about *The Never Ending Story II* is the number of different game styles. You start off with a horizontal scroll and lots of platforms and stairs, then a 3–D flying section, vertical scrollers, aerial views and parallax scrolling are all included on later levels. The big problem all the CRASH team found was that you can't get off the first level!

THEY MADE IT SO HARD!

The idea of having a multi–level game is to start off with something a bit easy to get you into the swing of things and then get gradually harder towards the end. Because level one is a real toughy people are going to give it a hard time when it comes to marking — degrading the whole game. It's a real pity because there are some brilliant backgrounds and the animation on the sprites is excellent.



● No, no, don't eat me. I'm not really a carrot!

The game's let down in the sound department more than anything. I couldn't find any jolly tune like the Commodore 64 version had and the only effect was a farty sound when you moved through a door! We had to put some of Corky's James Brown music on the stereo to get us in the mood before playing!

The frustration of playing level one had Corky on the brink of ripping his wig off! The monsters plodding about are so slow and there's no way around them so you have to wait until they come to the end of a platform and push the buggers off.

All that waiting is enough to try the patience of a saint! When you find a door to go through the game looks exactly the same on the other side so it is really difficult to get lost — especially when you haven't got a clue where you're supposed to be going anyway!

The Never Ending Story II is a great game, if you're using a cheat to get you through the levels when you get fed up! A classic example of how having the wrong difficulty levels can destroy a game.
● 76%

MARK

Never having seen either of the 'Never Ending Story' movies, I've absolutely no idea what it's about. But at least it doesn't have the ex-Kajagoogoo singer warbling 'The Never Ending Stoooory' (that's one blessing I suppose). The game itself is okay, but it isn't really my proverbial kettle of fish. Fans of 'wander aimlessly around for hours doing sod all' type games are well catered for, personally I'd rather watch paint dry. To be fair, though, *The Never Ending Story II* has good gra[hics: the character sprites and backgrounds are nicely drawn, although the heroes movements are exaggerated as he runs along (he looks like something out of The Woodentops). Also the creatures on the first level, side on, look like lobsters, which might be an asset in a TV cookery programme (but not here matey Bob). In short this is an above average game if you like the genre. ● 71%



Rating

Lots of nice graphics and variety in the game styles but much too difficult to play!

PRESENTATION	74%
GRAPHICS	78%
SOUND	63%
PLAYABILITY	64%
ADDICTIVITY	65%
Overall	74%

Previews

With a yap-yap and a cocked leg, here comes...

Potsworth & Co

I bet you're wondering, 'What the flippin' heck is Potsworth?!' He's the fun-loving, crime-busting, lamp post-licking bundle of fun who's the inspiration for the latest Hi-Tec game. With lead in one hand and can of Pedigree Chum in the other, NICK ROBERTS discovers the phenomena that is... Potsworth!



This lovable little woof-woof started life all alone and dejected in a kennel at Battersea dogs' home. But he knew he was destined for far better things. He waited for the right people to come along and take him to stardom and eventually they did, in the shape of Vivien and Martin Schrager–Powell. These canine lovers took the dog to their hearts and showered him with love and affection.

Then one day they stumbled on the idea of creating stories starring their doggy hero. They sold them to the local kiddies around their luxury Hertfordshire home, then thought of publishing these stories for children all over the world to read. They were told the character would make a great cartoon star and he was soon snapped up by American cartoon giants Hanna–Barbera, and with four kiddy pals called Midnight Patrol became *Potsworth & Co.*

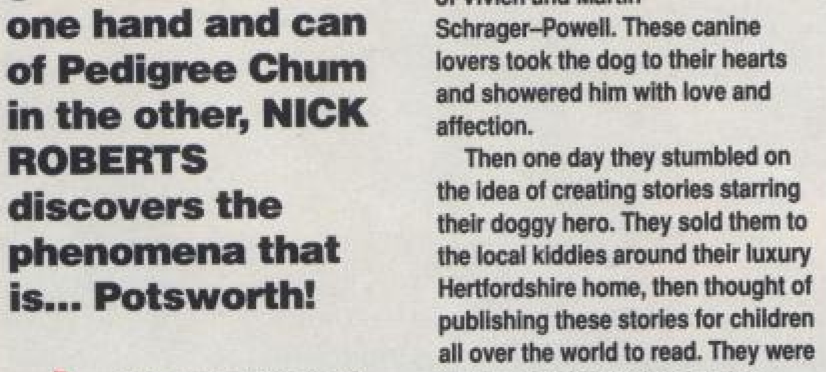
The Schrager–Powells ensured they had full control over the way Potsworth was adapted for cartoons, right down to the three dots on the end of his nose and upper class English accent. That was when the Potsworth explosion went off.

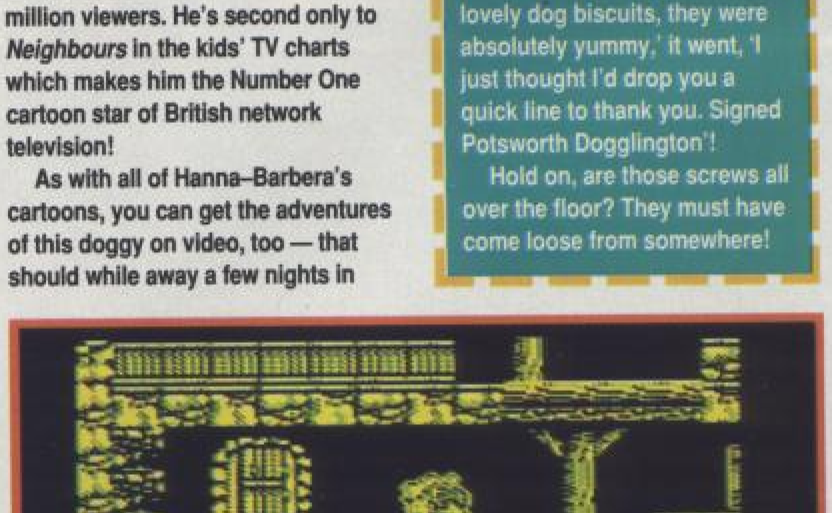
SUPER POOCH!

Now a multi–million pound BBC TV star, *Potsworth* is watched by 5.1 million viewers. He's second only to *Neighbours* in the kids' TV charts which makes him the Number One cartoon star of British network television!

As with all of Hanna–Barbera's cartoons, you can get the adventures of this doggy on video, too — that should while away a few nights in front of the TV! Real fans of the barker can get *Potsworth & Co* duvets, slippers, toys, and now, thanks to Hi–Tec and Hanna–Barbera, the *Potsworth & Co* game.

Programmed by star team Visual Impact, *Potsworth* looks set to be the *Sonic The Hedgehog* of the Speccy world. Split into five BIG zones — Cave, Super, Candy, Rainbow and Carnival Zones — the game's packed with fun and frolics for the Midnight Patrol.





OFF THEIR BLOOMIN' TROLLEY!

They're right out of their tree, this *Potsworth* lot! Mr and Mrs Schrager–Powell take in a stray dog from a dogs' home and turn him in a multi-million pound cartoon character. Now they're totally obsessed with the little Springer Spaniel and treat him just like a human being!

The Hi–Tec team had a visit from the doting doggy lovers to see the game in production. The star of the show couldn't make it so they sent off a Hanna–Barbera collection box packed full of dog biscuits so he wouldn't feel left out. Then out of the blue they got a letter back from none other than Potsworth! 'Thank you for the lovely dog biscuits, they were absolutely yummy,' it went, 'I just thought I'd drop you a quick line to thank you. Signed Potsworth Dogglington'!

Hold on, are those screws all over the floor? They must have come loose from somewhere!



POUNDS IN WITH PREMIER

Potsworth & Co will be one of the first releases on the brand new Hi-Tec Premier label. To celebrate the new price range the game will be available in an A5 soft box with some luverly packaging and artwork. All this for only £6.99, in a bid to provide full-price quality games at a cost you can afford.

Let's hope other software companies take note.

Full-price games used to be around £7 but with the big licensing deals large companies like Ocean thrive on, prices had to be bumped up and volumes of games sold went down. Perhaps this move by Hi-Tec will start the ball rolling.

Look out for an exclusive demo of *Potsworth* Cave Zone with your favourite CRASH, next issue.



BOW, WOW, WOW!

The five characters — Rosie, Nick, Carter, Keiko, and of course, Potsworth — each have their own zone to complete using their special powers. Switches have to be triggered, nasties avoided and a special object collected in each level. Switches trigger bikes, bumper cars and even a Big Wheel you can jump around on!

The amount of stuff crammed into the game blows your mind: trapdoors, elevators, conveyor belts, swinging girders, pipes to crawl through, sherbet fountains, cakes, custard seas and, in the Carnival Zone, a pirate ship and Waltzers! Quite a list, isn't it?

The idea of having one character to play each level is so each one gets a turn under the spotlight and to bring more variety into the game. For example, Rosie's supposed to have a big mouth and the monster at the end of her zone can only be popped off by shouting at it! Hmm, I wonder what the little girl does to complete the level?

Keep death on the roads

Mean *Machines*

The Mad Max-style scenario has been done to death over the years, but the Codies are on the verge of releasing another macho game set in the near future, *Mean Machines*. So leap into your turbo-charged, super-powered, rocket launcher and oil drum-armed roadster and prepare for the drive of your life!

Each race takes place over several stages and every one is timed, so put the pedal to the metal and burn some rubber, if you want to be in with a chance to be a part of the next race.

Of course, there are computer-controlled drivers in the race, who try and shunt you off the track without mercy (similar to the Ed's real life driving tactics). The only thing to do is hit back — hard.

There are collectable weapons strewn around the tracks (missiles and oil drums), so pick 'em up and give the opposition hell. Ammo is limited but as with the weapons, pick-ups are available (grab 'em before you're blown to kingdom come).

The game gives a bird's eye perspective of the track and participants, most of whom are trying to knock each other off the road. But be careful, a damage meter slowly rises as you're smacked into, and if it hits the top, it's Game Over.

On some parts of the course are natural and man-made obstacles — ravines, burning cars, burning poll tax inspectors etc — so use the handy ramps to leap over them (and crash on the other side) with spectacular ease.

So there you have it: kill the muthas and grab the huge gold trophy that's awarded to the winner. Watch out for *Mean Machines* when it screeches onto your Speccy very soon, priced £3.99.



Zzzzzzz! Wakey wakey!

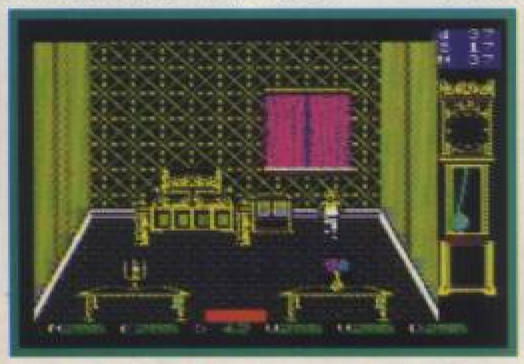
Sleepwalker

Terrible thing, sleepwalking. You should never wake people up as it could cause major mental trauma, a complete brainstorm or a quick trip up the by-pass to the nearest lunatic asylum. Failing that, you could get a good wallop in the gnashers — not nice at all!

In *Sleepwalker*, old Uncle Silas, who's a bit of an old dodderer at the best of times, is in a bit of peril. He's fast asleep, snoring his head off and roaming around his massive house (which is probably in the middle of Ilkley Moor or somewhere equally naff), unaware of the traps and dangers around him.



Keep him out of trouble and he eventually goes back to bed (to dream about black pudding, spotted dick or Hovis). Let him roam freely and it's highly likely he'll snuff it — then there's hell to pay (just think of your inheritance)!



Sleepwalker is an amazingly original idea excellently executed by Zeppelin Games. The many rooms are littered with things like bricks and footballs to trip over and tacks that stick in the toes (damn weird house, this — perhaps they should just hire a cleaner?). But these are harmless compared to such dangers as live electric cables and dynamite (*very* blinkin' weird house)!

So how do you stop this bloke damaging himself? You jump into the traps yourself! That's right, how to be a complete and utter masochist without the pain — bliss. Savour the tacks in the toes which have you hopping around, the hair-raising cables that zap you into oblivion, and a whole host of other amusing animations (oh, hilarious —Ed).

To guide the stupid old geezer back to his bed chamber, stand in front of him and he'll change direction — hopefully not towards another obstacle.

Get the black coffee at the ready for next issue, when we should have a full review of this great new game which'll set your piggy bank back a measly £3.99!



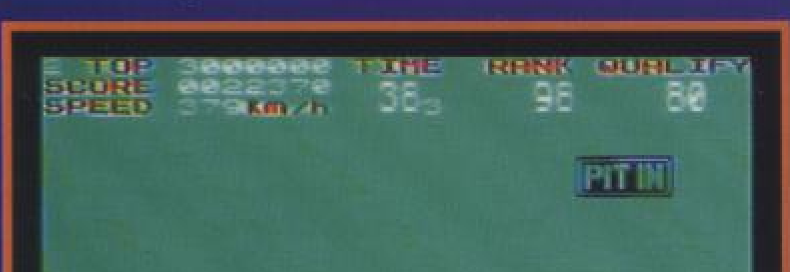
Virgin are back!

TRONIX



Do you remember the classic Virgin games of yesteryear? Titles like *The Ninja Warriors, Double Dragon I* and *II, Shinobi, Continental Circus, Xenon, Gemini Wing* and *Silkworm*. Well, Virgin are soon to launch a new budget label called Tronix and these games will be among their first releases.

The Ninja Warriors follows the exploits of two robotic ninjas who destroy the forces of a tyrannical leader. With razor-sharp shuriken and sai in hand, the warriors face level after level of gun-, knife-, grenade- and sword-wielding maniacs.



Billy and Jimmy Lee, the heroes of the *Double Dragon* trilogy, haven't had an easy time of it. But spare a thought for Billy's girlfriend, Marion. She was kidnapped in *DD I* and murdered in *DD II* (silly woman).

Shinobi is another high-kicking marital... sorry, martial arts game, where hero Joe Musashi (bless you) rescues a bunch of kids from an evil bad guy.

Despite the title, there isn't a clown to be seen in *Continental Circus*. It's a rip-roaring racing game, where the player's taken across the globe to participate in the World Motor Racing Championships.

Xenon sees a brave heroic type battling nasty bug-eyed xenophobic alien hordes. And strangely enough, the mission is very similar in both *Silkworm* and *Gemini Wing*, ie, whup the aliens asses until they bugger off and go bother someone else!

Watch out for the Tronix games soon, priced £3.99 each.

The SAM Page

Santa Claus thought *he* was busy over Chrimbles! He ain't got nuffin' on SAM Computers (or so they reckon). They've been rushing round like blue-arsed flies since the festive season with orders from all over the world for our blue-footed friend. NICK ROBERTS has the word.



ARCADIA ACTION!

This new disk magazine has been inundated with orders since its mention in CRASH, and the next issue is now available, packed with more of the same lovely features. There are solitaire and crossword games, a mega slideshow with a whole disk full of gruesome pictures and reviews of some of the latest SAM and Spectrum releases.

Arcadia's presentation is well impressive, machine code scrollies everywhere — they scroll even when you BREAK into the program! My only advice to producers of this disk mag is to include a little more. Okay, so the latest issue has two disks, but the main menu only has ten options.

But at only £2 an issue you can hardly go wrong, so send your cheques (payable to P Brayshaw) to: Arcadia, 16 Leahurst Close, Norton, Malton, North Yorkshire YO17 9DF.

If you've created a disk magazine or public domain demo and want a mention in the original and best SAM page, send your disks to the address below. If I get lots of stuff we might even publish a double SAM page!



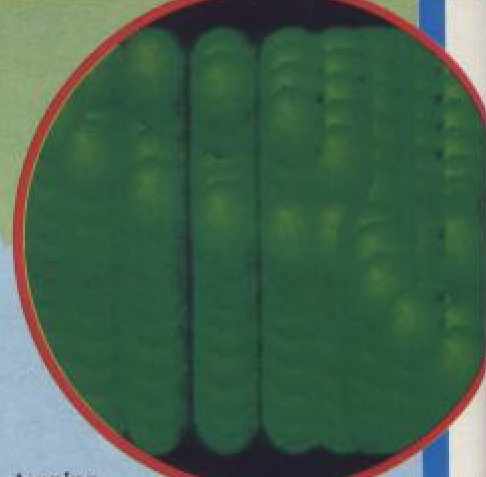


I NAME THIS SHIP...

Yes folks, there's a new force in SAM 512K software, Noesis, which, for those of you who didn't take an English 'A' level, means intelligence (how the hell would you know, Nicko?! —Ed). This new company has been set up by ace programmer and tea maker, Chris White, famed for SAM *Prince Of Persia*.

The first release on this new label is *Boing!*, a cutesy platform game starring a little green bloke. The team responsible are an impressive bunch: Rob Holman (*Futureball, Sphera, Defenders Of The Earth*) is on code, Neil Holmes, graphix, and Stuart Leonardi, music. With a line up like that, this promises to be one hell of a game — out soon.

The other big Noesis game is *Lemmings*. Chris has been working on a version for months but this doesn't mean the game will definitely emerge — it all depends on funding and the go-ahead from 16-bit giant, Psygnosis.



BALLS!

An interesting new SAM Co disk features demos from a Polish programming team, ESI. Just take a look at these screenshots! When animated 'balls' is highly impressive and has a toe-tapping tune that's driving everyone in the office bonkers. It's a good laugh, too, with slightly incorrect English scrolling messages.

Let's hope we see more of this programming team in the future, perhaps a game or two, lads?





That's all the space used up once more. This is the place to be for the latest SAM news and it's a regular feature — none of these fly-by-night columns in CRASH. If you have something SAMmy to say or have a disk you'd like me to see, send it to: SAM Page, Nick Roberts, CRASH, Europress Impact, Case Mill, Temeside, Ludlow, Shropshire SY8 1JW. Bye till next munf.



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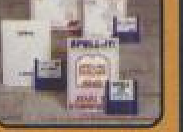
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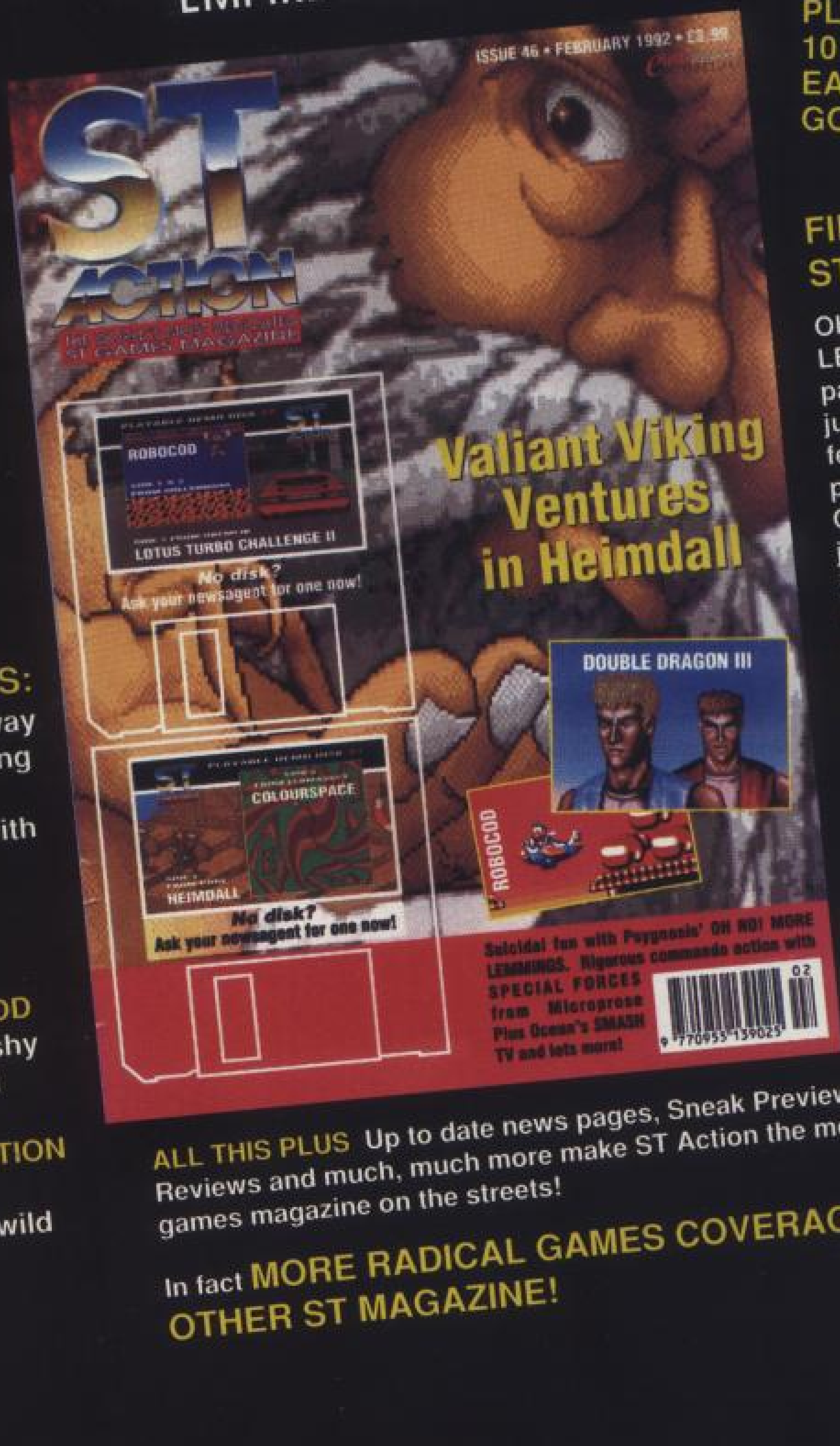
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Hello, my little horrible gungy bits that fester in the corner of your eyes in the morning. What's the crack? It's been a hive of activity in the CRASH office this month (though why a bunch of bees are even awake never mind stinging Corky's bum at this time of year is beyond me), people rushing around trying to get everything finished so they can bugger off on holiday. Lazy basts — string 'em up, I reckon! Bring back slavery and the rack and anything else nasty you can think of. It's been a sad month, though. Corky Caswell's popped his clogs as far as CRASH is concerned — he's eloped with a Commodore 64 so filling his shoes is Alan Green, and he's a vegetarian — it's about time CRASH got a bit ecologically minded. We had some great letters this month so get stuck in. Keep 'em coming to: CRASH, Europress Impact, Ludlow, Shropshire SY8 1JW. And don't forget the £40 software voucher for Letter of the Month!

Gerbil Warfare

The news of Richard Eddy's demise came as a great blow to me. I knew Richard when he was knee high to a Black & Decker. We used to while away the hours playing Doctors and Nurses (he was a dab hand with a stethoscope) or visit the local art gallery and crayon in the bits that Picasso had missed!

We went to school together, me and 'Ready Eddy' (that was his nickname), and did he ever tell you about the time when Mrs Chucklebottom, the biology teacher, caught him kissing Madeline, the school gerbil?! What a scream! Oh, the heady days of youth!

I've heard that he's got a job as a PR person for a rather infamous software company. A vicious rumour, I fear. I spotted him recently in Woolworths in Stoke-On-Trent, busily filling the Pick 'N' Mix shelves and shovelling nut brittle into the back pocket of his dungarees.

A sad occasion, indeed, and may I take this opportunity to thank Richard for the £800 he lent me some time back. Fret not, Rich, it's gone to a good cause. I've opened a sanctuary for sick magpies in Chipping Sodbury.

Cheers, mate.

GR Jackson (Miss), Cornwall

Listen girlie, you're obviously completely crackers and I don't believe a single word of this (but tell me more anyway). I'm sure Richard won't mind splashing out that money for such a worthy cause. He always was a bird lover (usually of the two-legged variety, though). But since you've uncovered these dark and dangerous secrets of Monsieur Eddy (the really exciting ones are unprintable!), you get the £40 software voucher.
Ed

Lushcake Longings

Please help! I'm manically depressed. It all started when I went down my local supermarket and saw a magazine I found oddly familiar. RUDDY HELL! CRASH is back! I bought it and bounced all the way home, only to find Richard 'light of my life' Eddy had gone (boo-hoo!).

First it sent me all loopy and I couldn't sleep for distress. I even put my 'Life is a Big Con' notice back on my wall, then my writing went all wobbly. So to calm myself down I made some 'Choc-chip Lushcakes' and scoffed the lot. Now I feel much better and less suicidal. At least Rich went to a decent software house, I guess.

Anyway, watch those pop charts 'cos Slaves These Days (my band) will be at Number One longer than Bryan Adams when we release the song I wrote 'specially for Rich — *Excellent City*! And damn good it is too.

Wherever you are, I LOVE YOU, RICH!!!

Gemma 'The Hedgehog' Pooley, Dereham, Norfolk

Do tell, Gemma, does 'The Hedgehog' signify stupid spikey hair or is it a fetish of yours to run around on motorways, getting squished by two-ton artics? I showed Richie-poos your letter and he ran straight home and made you some lush-cakes which he was gonna send you special delivery. Unfortunately, he's a fat bast so he stuffed 'em all down his throat on his way to the post office. Never mind — it's the thought that counts!
Ed

Music To Your Death Bed!

Yo Lucy-babes, how's it going down in Ludlow? I've nothing to do so I thought I'd write a Christmas poem for the CRASH Crew (cough, cough, ahem).

(Sing to the *While Shepherds Watched Their Flocks* tune)

While Speccy's cleaned their keys by night
All sitting in their cupboards
An SAS agent from ZZAP! came down
And nicked mine and my brother's

The next morning was Christmas Day
And I had got a new game
When I found the cupboard bare
I almost went insane

Instead I looked all round the house
To try and find some clues
On the floor were Commodore wires
And prints from someone's shoes

I took the stuff down to the cops
And to the forensic lab
They said the stuff belonged to ZZAP!
I said 'That mag used to be fab'

I jogged my way down to ZZAP! Towers
And confronted them with my fist
One shot me my Speccy light gun
And I said 'Ha! You missed'

I took my precious Speccy back
And in a ZZAP! car home we rode
I stuck my new game in the deck
Then smashed it up 'cos it wouldn't load!

I hope that's worth a £40 voucher!
Sam (don't laugh) Fox

HA HA HA HA HA!!! Titt-er, snigger etc! I don't know if you're a girl or a bloke, Sam, but I'd say your singing is about as CRAP as the other Sam Fox (she of the enormous knockers). Actually, it was pretty good, especially as we made Corky stand on the desk in a choir boy costume and sing it at the top of his voice. Not good enough for a £40 voucher, though. Sorry.
Ed

Excellent Everything

I'd like to compliment you on having such brilliant reviews, previews, competitions, letters(?), hi-scores, tips and *especially* your Powertapes! Your mag is absolutely excellent!

Fancy having *The Lords of Midnight* on the tape! Amazing! Issue 92 was really something and Issue 94... *Lemmings* playable demo! The *Double Dare* playable demo was just like a complete game! And *Boulderdash Construction Kit* was wicked!

I thought it was a great idea to have a Top 100 of the readers' choice.

Reviews? Totally brilliant! Why? Because you don't do a gigantic title in a flashy way so you don't have room for text. I'd say exactly the same about the previews. CRASH is the best magazine in the world.
Ian Smith, Letchworth, Herts

Wow, it's extremely nice to be appreciated for a change — thank you, Ian, we aim to please! I would advise you to get some valium, though, you seem a bit over-excited to me. Well, NUTS, to be precise.
Ed

Pretty Portuguese Please!

I'm writing to ask if you could put me in contact with Spectrum +3 users in England. I own a Spectrum +3 and I've formed a major club of Spectrum +3 users which includes 15 users from Spain and Portugal. Since I don't know any +3 users in your country, I wonder if you could print my address so they can get in touch with me?
Eurico Oscar Covas, Rua Alexandre Herculano, Numero 57, Rc Frente, Candal, 4400 Vila Nova de Gaia, Portugal

Yes.
Ed

CRASH of Bethlehem

Hooray! Yippee, and other associated noises! Now I can throw away the silly disguises as the the essential Spec mag is back on the shelves again! Welcome back, CRASH, it's been very dark in the world of Spec until your shining light illuminated the depths of *YS* and *SU* I'd been forced to sink to. But now I can hold my head up high and purchase the most essential accessory to the Sinclair machine.

But wait a mo... Wat dis? No loon? Where is de Jetman? Wahappen to 'im? Has he deduced that the new Ed is in fact a female woman and dun runner? I hope not 'cos the loon should realise dat wimmen is really essential...

It's good to see you back, and let me say I like CRASH, even without the loon, but bring 'im back please! Also congrats on having the gumption to have a female Ed. Make the sexist Nicko work, he gives the rest of us chaps a bad name. Above all, keep up the good work and I shall endeavour to help you defeat the horrid aliens from the planet GONEBUST and give Liquidatorous a kick in his flexible assets and bash over the antennae.
Mike Carter (signed in the blood of a GONEBUSTIAN), Nottingham

Sorry pal, no can do. We discovered Jetman in possession of a brain cell so we turfed him out for breach of contract (men aren't allowed such things around here nowadays — in fact if Maggie Thatcher is the Iron Lady, I'm an industrial press!). We got no more probs with GONEBUST (I hope not, anyway) but thanks for the offer, and as for making Nicko work — it'll be a pleasure!
Ed

Moaning Minnie

First of all, can I say welcome back to all at CRASH, it's been hell since you've been gone. I even turned to *Y*** S******* for comfort but it's c**p (say what you mean matey, call a turd a turd)! I think it's staffed by a load of yobs judging by the way they boast of being thrown out of exhibitions.

I'm sorry to hear that Lloyd is off on his perambulations, he always was a Shining Wit.

You don't say who's who in the group photo of Issue 94 but I think you must be the one in the middle row (the one with her eyes closed, apparently dreaming of chocolate).

By the way, why did it say Top 100 Speccy games and yet you only listed 50? You really must get your memories seen to! And the *Lemmings* controls didn't match the descriptions but I'm sure that was only a side effect of all the pressure you must have been under to get back on the streets (poor dears, hearty back slappin' all round). Anyway, all the best for the future.
David P Hurt, Raunds, Northants.
PS Will Lunar Jetman be back some time and are you still running a mail order service?

First of all, I must refute, categorically and emphatically, that I've ever been on the streets — anyone who says otherwise wins one hell of a law suit and a smack in the gob!

I can't comment on the excremental value of *YS* but I'll take your word for it. I think you've got a little bit confused with your description of Lloyd — shouldn't the 'SH' and the 'W' be swapped round? Yes, that dreadful photo was moi — but it sure wasn't choccy I was dreaming about!

You really are a whinger, aren't you? The *Lemmings* c*-up was in fact a deliberate mistake designed to test your intelligence (you failed) and the first half of the Top 100 was printed in the previous two issues, so there, smart arse!**

Jetman has ceased to be but our mail order section is still in operation, but at this address: Europress Direct, FREEPOST, Ellesmere Port, South Wirral L65 3EB, or telephone (051) 357 1275.
Ed

Spooky Speccy

Did you know that you can use the voice sampler that came with the September issue to find subliminal messages hidden backwards in songs. To perform this simple but deadly spooky experiment, just follow these steps:
1. Get a copy of the song you want to try on tape and play it on the Speccy as normal.
2. Select the reverse option to get a backwards copy of the song.
3. Play it and listen hard for messages.
One song worth trying is *Another One Bites the Dust* by Queen. Play the chorus backwards to get a message about marijuana. Spooky, huh?
Robert Challis, Linton, Cambridge

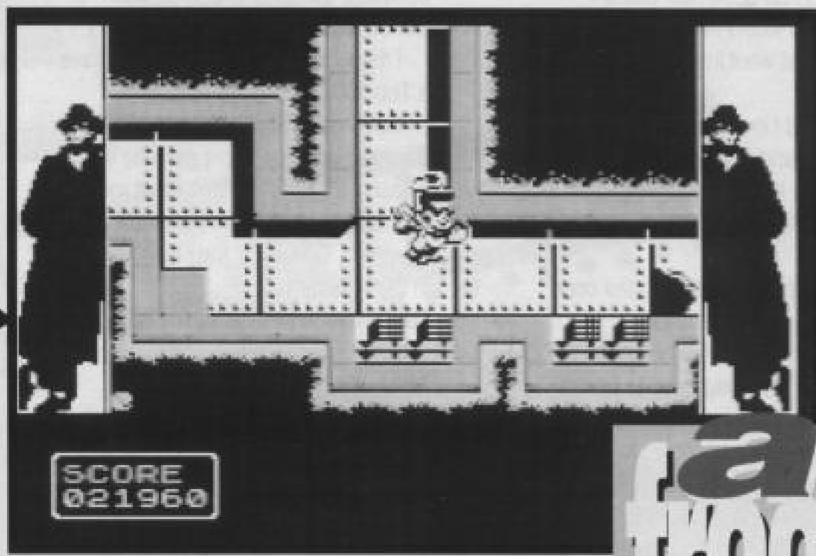
Well weird! We tried your theory with the aforementioned Queen song (may Freddie rest in peace) and although it's not very clear, you could be right. Very observant, Robert — go to the top of the class.
Ed

That's your lot, so au revoir, tootle-pip, tatty-bye and things. Have a big sloppy kiss on me for Valentine's Day. Keep those letters, pictures and photos coming — whatever the topic — to: LUCY'S LETTERS, CRASH, Europress Impact, Ludlow, Shropshire SY8 1JW.

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So there's the line up, ooh, decisions decisions, which game to choose eh? Whichever you pick, just remember, it's completely FREE on cassette (£4 extra on disk) when you take out a year's subscription to CRASH — the ultimate Speccy mag!

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SMASH TV

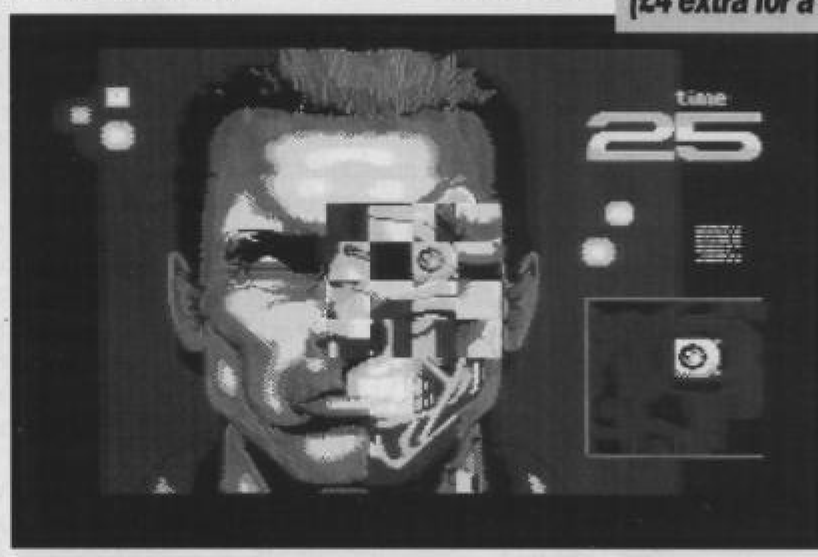
It's showtime, as the most violent gameshow since 'The Price Is Right' hits the nation. Prizes galore are on offer, but only if the player can survive wave after wave of psychotic axe-wielding madmen. One of CRASH's highest scorers (97%), this game is rip, mangle and maim fun all the way. 48/128K

HUDSON HAWK

Based on the Bruce Willis movie, here's another CRASH Smash. You're Hudson Hawk, cat burglar, fresh out of jail and dead set on half-inching three Leonardo da Vinci treasures from various locations. Plenty of arcade puzzling could be yours. But no stealing it from the shop. 128K

TERMINATOR 2: JUDGMENT DAY

T2 for short (it makes review writing easier), is finally here. The Arnie Schwarzenegger movie is a stonker and this game is just as action packed. T1000 is a liquidly evil dude chasing little toughie John Connor all over the shop, luckily for him the T101 is BACK on the case. No problemo, baby, just watch yer kneecaps, this guy doesn't shoot to kill! 128K



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Adventure Trail

Although the mail order scene contains some of the best adventure games ever written, you do get the odd bad apple in the barrel. IAN OSBORNE looks at the best and worst games of the month...

CORYA THE WARRIOR SAGE

The Guild, £2.50

There was a legend, of a warrior, of a man, of *Corya the Warrior Sage*. In this two-part adventure, find and kill a dragon that's laid waste to a small village. But first seek Clen, the only man who knows the secret entrance to the dragon's lair. He's in a spot of bother...

As you wander around the village of Ermahal, you know you're in for a really atmospheric adventure. The text is so strong you can almost smell the smouldering wood of the burned-out buildings — you could forget you're sitting in front of a keyboard (only if you're crackers —Ed)!

As well as being an expert swordsman, Corya is trained in the use of magic. The spell system is very good in that it allows you to cast each spell more than once — don't you just HATE games where you have to start again just because you used the wrong command? (Probably — Ed.)

Unfortunately, the spelling isn't always accurate (wisedom, carryed) and syntax is a little wonky in places. Also, one puzzle relies on the player assuming something that should really be in the text. Still, forewarned is forearmed, and if you're really stuck there's always the CRASH solution service!

Corya the Warrior Sage is an excellent game which features logical, well thought out problems and text so strong you'll think you're reading a Tolkien novel. With a little more spit and polish it could have been a Smash; as it stands it's still great value for money.

Rating: 80%



ADVENTURE GAMES PACK

Psychedelic Hedgehog, £5

Andrey Remic's 11-game compendium now retails at £5 (it used to cost £15!) but even this is too expensive — the *Psychedelic Hedgehog Adventure Games Pack* contains nothing you'll want to play twice.

There's no logical consistency to the games, objects are scattered around without rhyme or reason, and even the most innocent of actions can lead to sudden death. In one game I was killed five times within the first four locations (aaah, shame —Ed), without a single indication of danger! In another, you're asked to guess which of three huts to enter. There's no difference between them, no way of working out which is correct, and guess what happens if you get it wrong? (Erm, you die? —Ed.)

Excluding directions and synonyms, a couple of these games had a vocabulary of only three words, and the average is only five! Also, there are loads of niggly turns of illogic, eg, a newly mummified corpse falls apart when you unwrap it, and you find a battery and a plug socket in it's tomb. The only real problem here is struggling through the plotless text, clumsy syntax and mindless sudden deaths in order to get to the end of the game.

If you put all these games together you still wouldn't have a decent adventure, or even a B-side freebie. If you're into compilations, try something else instead.

Rating: 15%

ZENOBI SPECIALS

CRASH

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- Tape 3: *Bermuda Triangle/Bomb Under Parliament* £2.49

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+3 Disc
- Double Classic: *Dr Jekyll and Mr Hyde/Diablo* £3.99 (save £1!)

And here's one from The Guild, just for good measure! *Corya*, reviewed this ish, and a couple of ace compilations. *Spec-Gac-Ular* features *Crown Jewels, Behind the Lines, Use Your Loaf* and *The Forgotten Past*, with *Captain Kook, Nythyhel, Book Of The Dead* and *Magnetic Moon* on *Guildmasters*.

CRASH THE GUILD SPECIAL OFFERS

- *Corya the Warrior Sage* £2.00 (50p off!)
- *Guildmasters* £3.25 (75p off!)
- *Spec-Gac-Ular* £2.50 (50p off!)

CONTACT POINTS

THE GUILD, 760 Tyburn Road, Erdington, Birmingham B24 9NX
Cheques payable to Glenda Collins

ZENOBI SOFTWARE, 26 Spotland Tops, Cutgate, Rochdale, Lancs OL12 7NX
Cheques payable to Zenobi Software

PSYCHEDELIC HEDGEHOG, 55 Stanley Street, Ramsbottom, Bury, Lancs BL0 9JG

TREASURE CHEST

We've got a real corker for you this month, readers! A mega-stonking coupon from Zenobi, which includes three two-game compilation tapes put together especially for CRASH!

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Techni-Tak!

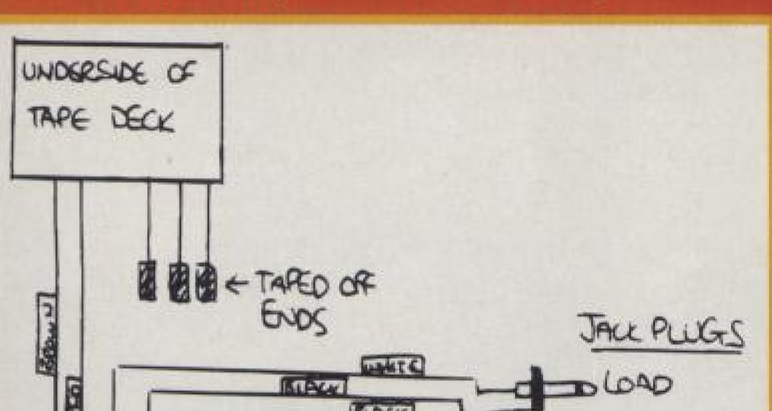
Hey! It's me, Samm H Garson, back with more tantalising Techni-Tak for all you peeps with a problem out there. Ta very much for all the questions and quibbles, although I don't think I can help with some of them. You should probably be writing to Claire Rayner instead of me, Mr X from Basildon! Lots of people have been having troubles with their +2 tape deck so I have the answer to your wishes this month. Read on Techni-Takettes...

We all know the design of the Spectrum +2 is pretty damn crap. With no volume control, troublesome games rarely load. Here's how to convert your +2 to work with an external tape player.

Firstly, there are a few parts you need. These are Tandy part numbers but these items can be bought at hobby centres: two 3.5mm jack plugs (274-288), 1m speaker cable cut into two lengths of 50cm, and Scotchblock or any electrical connectors (64-3052). A pair of scissors and a soldering iron are also required.

A word of warning: following these instructions invalidates any warranty you have on your Spectrum, so this must only be done if your Spectrum is outside any guarantee.

1. Remove your Spectrum from the power supply and aerial lead. Turn it over and remove the screws holding the bottom of the Spectrum in place.
2. Turn the Spectrum back over, holding on to both sides of the computer, then lift the lid. You'll notice on the left, below the keyboard, are some narrow strips that go to a socket on the circuit board.
3. Slowly ease the strips out of the sockets, taking care not to bend them. On the right you'll see strands of cables coming from the tape and going to a socket on the board. Gently pull this socket until it detaches itself. Some models of the +2 had an LED which lit when the power was on; if this is the case, pull on the connector to remove it.
4. You should now be able to remove the top from the Spectrum. Put the bottom half in a safe place where it will not come into contact with liquids etc. Locate the lead which comes from the tape.
5. There should be leads coloured BLACK-BROWN-BLUE-WHITE-RED. Black, brown and red carry the power to the tape while blue is for saving and white for loading.
6. Locate the white lead and cut it neatly in half. Cover the half which goes to the tape deck with a piece of tape. Bare the wire of the other end by removing some of the plastic and connect one of the electrical connectors or solder one end of the speaker cable to it.
7. Locate the blue lead and follow the information given in section 6. Connect the other end of the speaker cable onto this again by electrical connector or solder.
8. Cut the black wire and connect one end from both cables to it. Again, this may be done by electrical connectors or soldering. You should now have a lead made up like so...
9. Make sure all unprotected ends of the cables are covered in insulating tape. Put the top back and replace all connections. Push the keyboard-LED and tape deck connectors back into their original sockets. The new leads that come from your tape deck can be pushed through any hole — you may find you can slide them through the expansion connector socket.
10. Take the wires that lead to the WHITE and BLACK leads and solder them onto the connections of the jack plug. Mark this LOAD/EAR.
11. Taking the wire from BLUE and the remaining black wire. Solder these onto the second jack plug and name this SAVE/MIC.
12. Finally, put the two halves of the computer back together. Connect back up to your TV and power up. Connect the lead marked load/ear to the ear socket and the lead marked save/mic to the mic socket of your tape deck.
13. Your Spectrum will now operate as normal with the bonus that all loading and saving is done via the external tape deck. You'll now have a volume control and your saving will produce better copies!



Your questions answered...

Q. Why do machine code programs run faster than BASIC ones and why can I press BREAK to get into a BASIC program but not a machine code program?
J Turner, Bolton, Lancs

A. BASIC has to be converted into machine code by the Spectrum using a BASIC interpreter. Command routines are built into ROM, each called individually. This is very time consuming and why BASIC programs are slow.

In a BASIC program, the computer scans the keys 50 times a second. This is where it checks if the BREAK key has been pressed. To get the same effect in machine code, you have to write the keyscan routine yourself.

Q. What's the difference between a +2 and a +2A, and why were there so many incompatibility problems?
M Evans, Cleethorpes, S Humberside

A. The +2 was the old-style Sinclair black 128 with a tape deck on the side so was the most compatible of the Spectrums. The problem came when Amstrad rewrote part of the ROM. Programmers used to rely on a block of memory always containing 255 but Amstrad wrote additions to the ROM. This resulted in some pretty good crashes. They also had to watch what kind of code they put below 32768 in memory otherwise they got very bad screen corruption. To see what I mean, try the following program. I'll catch you next month — keep those letters coming!

```
10 Let a=32768
20 read b
30 If b=999 then goto 70
40 Poke a,b
50 Let a=a+1
60 Data
243,62,64,237,71,251,201,999
70 let k=usr 32768: List: List:
List
```




CRASH
ZX SPECTRUM
THE NEVER ENDING STORY II
LINEL
OLIVER FREY


CLAIRE & NICK'S
UNEXCELLENT ADVENTURE
NICK'S A MAN WITH A PROBLEM.
LOVES HIS BEAUTIFUL GIRLIE, CLAIRE, BUT HE CAN'T STOP THE PASSIONATE AFFAIR HE'S HAVING WITH A 48K SPECTRUM AND DIZZY. SOMETHING HAS TO GIVE...
GET YOUR KIT OFF!
SOD OFF, UGLY!!
I DON'T WANT TO GO FOR A WALK, THIS COLLAR'S TOO TIGHT ...
...AND IT'S EMBARRASSING TO BE SEEN WITH A KNOCK-KNEED TWIT LIKE HIM!
OH MY LITTLE BEAUTY, THE LOVE OF MY
SLOBBER, SLOBBER... OH, HI CLAIRE!
BUT CLAIRE, YOU CAN'T LEAVE ME... SPECCY'S DEAD... WE CAN BE TOGETHER... WHY ARE YOU DOING THIS TO ME?
BECAUSE YOU'RE A COMPLETE WALLY, YOU KISS LIKE A SLUG... AND ROB'S GOT A GAME GEAR, SO BYE BYE BABY!
SO LONELY AND DEJECTED, NICK SULKED FOR APPROXIMATELY THREE AND A HALF MINUTES...
... BEFORE ZOOMING DOWN THE SHOP AND BUYING HIMSELF A SUPER 128K SPECTRUM...
AAAHH!
BURBLE, BURBLE...


. HE
E
G
E...
LISTEN PILCHARD-BRAIN. GET YOUR NOSE OUT OF THAT CONFOUNDED MAG AND START GIVING ME SOME ATTENTION, OR YOU'RE HISTORY!
BUT HONEY-BUNCH, I START RIBBLING AND SEEING THINGS RAWLING OUT OF THE WALL IF I DON'T GET MY DAILY SPECTRUM DOSE.
JUST LOOK AT THIS DIZZY GAME, SUGAR-PLUM, IT'S JUST UTTERLY ORGASMIC!
WHY YOU... YOU... $&*%?!
BLOODY DIZZY! IF IT'S EGGS YOU WANT, STITCH THAT!
UGGGH!
MY LIFE,
E!
RIGHT. THAT IS OLUTELY IT — THAT TRUM HAS GOT TO GO. ILY I COULD HER ON OWN.. HMMM, I MAY HAVE A PLAN...
RIGHT YOU BITCH, YOUR NUMBER'S UP!
UH-OH...
OH THE PAIN, THE AGONY — AND WHERE'S MY BLINKIN' GRAPES? OH WOW, I SEE A WHITE LIGHT, MY TIME HAS COME — I'M OFF TO THE GREAT SPECTRUM IN THE SKY...
BLOODY WOMEN, WHO NEEDS 'EM ANYWAY. FROM NOW ON, SPECCY, IT'S JUST YOU AN' ME. OH, BY THE WAY, CAN YOU COOK?
THUS THE ROMANTIC STORY OF NICK AND CLAIRE — A TALE OF PASSION, LOVE AND INTRIGUE — HAS COME TO A CLOSE, A CHAPTER IN THEIR
LIVES CRUELLY ENDED... FOREVER. (WELL, THANK GOD FOR THAT, WHAT A LOAD OF CRAP —ED)

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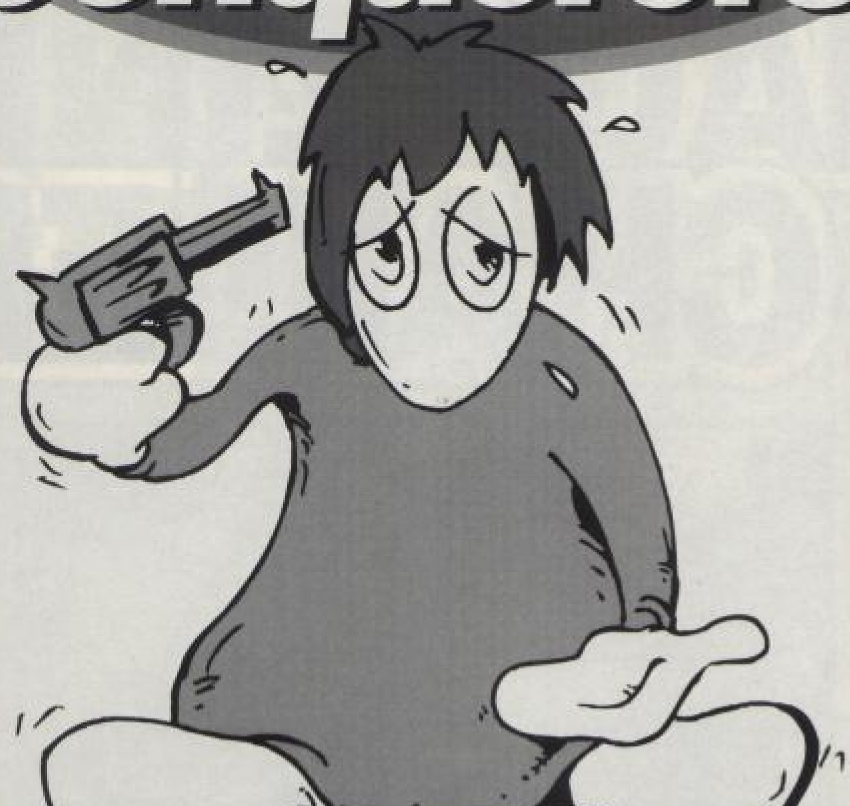

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compo conquerors!



Being very, very nice peeps, Psygnosis (may they live forever even though they're rotten turn-coats what probably won't do any more Speccy games ever again) coughed up for loadsa great prizes for our Chrimbles compo.

Unless you've recently fallen off a cliff and are consequently suffering from amnesia, you'll remember there was a Spot The Difference between the cute, cuddlable Santa Lemmings and an 'I'd like to be a Lemming 'cos...' question. So without further ado, here are the three winners:

Landing herself a stonkin' video cassette recorder in first place is Jane Sinclair of Sheffield. Second, winning a £30 video token, is Mike Carter of Nottingham, and third, netting the £10 video voucher, is Tim Hards of Bury St Edmunds, Suffolk.

Since we're feeling generous, we decided to have three winners in Luscious Lucy's Crazy Cadet Compo. Are we nice to you lot of what? So courtesy of The Space Academy there'll be a whole bundle of goodies winging their way over to: Alan Devey of Farnborough, Hants, J Goffin of Gt Yarmouth, Norfolk and Thomas Fullarton of Lowestoft, Suffolk.

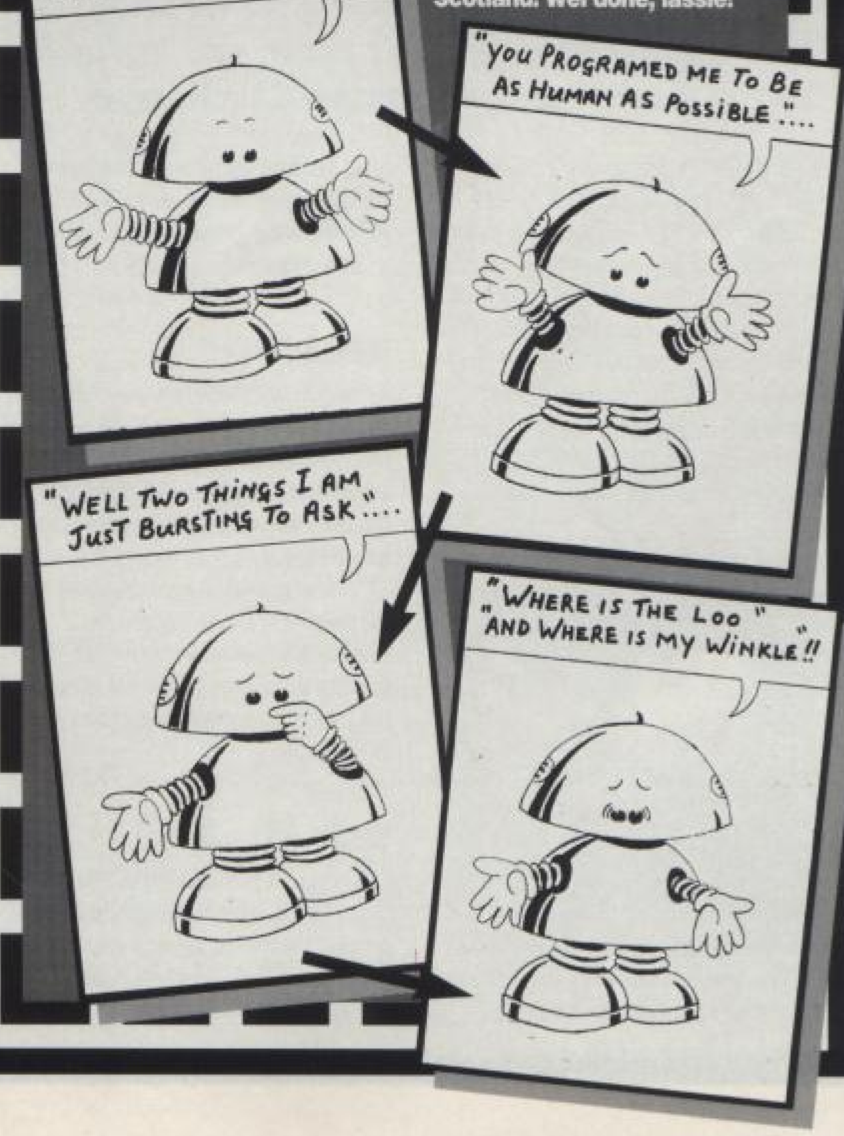
Congratulations, one and all, and if you didn't win, well better luck next time!

Now as promised, here are a few more examples of the excellent entries for our SAM compo:



(Above) Richard Scrase from Portshead in Bristol came up with this little gem about our very own SAM. Clever, because SAM doesn't actually have a mouth and Richard was one of the few who picked up on this! Little and Large have telephoned us about using some of these laugh-a-miute sketches in their new show!

(Below) Wot a rib tickler missus, and that's no mistake! This is from Nicol McKenna, East Kilbride in bonny Scotland! Wel done, lassie!



Roll up, folks, for the marvellous, magnificent INTER-MAGAZINE CHALLENG[E]

CRASH Vs ZZAP! Vs SEGA FORCE Introducing DJ Nicko for CRASH, Phil King for ZZAP! and newcomer Paul Mellerick for SEGA FORCE!

There's been loadsa scrapping in the Europress Impact offices of late. The lads from each stupendous mag — CRASH, ZZAP! and SEGA FORCE — have been claiming superiority on the game playing front and we decided something had to be done before it all ended in tears. So after forcibly dragging Nick off the SEGA FORCE star, Paul, wrenching the knife out of his throat, persuading him his mummy wasn't bigger than Paul's mummy and assuring him that kicking someone's ****ing head in wasn't nice, we agreed to hold an Inter-Magazine Challenge.



● The phantom strangler of Clee Hill is at it again. Makes a change, it's normally sheep that get it. Know what I mean?

Problem solved, you may think. Not a hope in hell! The fighting then got even worse trying to decide which games to use. Nick wanted to play *Dizzy* on each format — Mega Drive, Spectrum and Commodore 64. We explained you can't get *Dizzy* on the Mega Drive but he said that was no flippin' excuse and went into a major sulk. Paul's a major beat-'em-up fan so after beating up poor Phil (a former CRASHeteer) he decided on *Pit Fighter* for the Mega Drive.

The race is on...



● You put your left leg in! Yeuck! I've trod in a turd, got a cloth?

MEGA DRIVE

Although in CRASH we gave Speccy *Pit Fighter* a crappy mark (27%), it's a spiffy Mega Drive game where survival's the game and winning's the only aim — with absolutely no holds barred.

You're matched against some of the toughest pit-fighters in the business where your task is simply to wipe out any contenders. Whether it's by kicks, punches crates or knife is up to you.

SEXY PYJAMAS

First up was the ZZAP! Ed, Phil 'Fatty' King, who nervously took the hotseat. Watches synchronised, we were off — well, we were *supposed* to be, then another fight started between Nick and Paul so it was a case of 'Stop Phil, reset it, oh, and someone call an ambulance.'

Phil fought as a well 'ard specimen called Ty, an ex-kick boxer. We've no idea if he's the best option but Phil insisted on him 'cos he wears sexy red pyjamas (Ty, not Phil... probably). Young Phil got off to a cracking start with a record knock-out time in the first round.

When he fought the awesome Angel — she of the huge stilettoes and bulging biceps — Phil showed his real colours: 'I'll get you, you bitch' was the mildest among a string of expletives.

Throughout the game he persisted with the well scary war cry of 'Ow! Ow! Get in there, boy. Oh no, not the crate of bananas!' before finishing at the five-minute time limit with a rather poxy score of 58,290.

ASS WHUPPING

Then it was Nicko's turn. After whinging for half an hour about not having a decent joystick, he finally selected Ty, got into gear and also managed a record knock-out time.

His war cry was almost as compelling as Phil's, courageous stuff like: 'Run away! Get off me' and even 'Oh no, the b******'s got a knife!' His attitude was one of quiet concentration — he was gonna whup Paul's ass if it killed him!

Paul's face was a picture as Nick progressed through five opponents — going from sneery confidence, to disparaging remarks, to lip-biting silence, to white-faced worry by the time Nick finished on a not-as-crap-as-Phil score of 58,560.

FINAL FIGHT

With grim determination, Paul began. After all the bragging he'd done in the office, he had to win! He got off to a fairly slow start and never really caught up but at least he got rid of a lot of aggression as he picked up every crate in sight and flung them at his opponents.

When he came to scrap with the leather-clad Angel he really got going and his howls of 'BITCH!' could be heard for miles. He even started picking up women from out of the crowd and flinging them around. But despite his homocidal behaviour he finished on the even-more-crap-than-Phil score of 56,300. HA!

NGE



● Grr! Give me back my joystick or I will go green and my clothes will fall off! (Lots of girlies swoon all over the country!)

PIT-FIGHTER PLACINGS

1st: Nick
2nd: Phil
3rd: Paul

COMMODORE 64

Phil's fave choice for the Inter-Magazine Challenge was *Insects In Space*, a *Defender* clone distinguished by a naked woman shooting lasers from her, erm, eyes. Fortunately, after a quick fumble in the disk boxes, Phil's marvellous filing system failed completely. Call in the game with the biggest, awkwardest title in the world, *Ivan 'Iron Man' Stewart's Super Off-Road Racer*.

Obviously fancying himself as a bit of an Iron Man, Phil bunged this nifty Graftgold conversion into the disk drive and we all sat around and yawned while the drive groaned and grinded. Finally, hurrah, it loaded! A bevy of top-heavy babes appeared to introduce the game and a selection of cars.

The *Iron Man*'s a variation on *Super Sprint* — ie, lots of really tiny sprites whizzing around a twisty bit of track. It improves things with a tilted overhead view and up to three human-controlled cars out of a total of four.

Phil picked the red car, coz it's like his Metro 0.1, Paul picked the blue because he supports Leicester City (as does Phil, funnily enough — although nothing's quite so hilarious as the team!), while Nick got stuck with the yellow car. Having had the misfortune of being passengers with all three drivers in real life, this is a spectacle we couldn't miss.

For the ignorant, Nick drives like Nigel Mansell after he's been disqualified from a race, Phil drives like Mother Hubbard (always forgetting glasses, seat belt, headlights, car) and Paul simply drives into walls, cars and streetlamps (two cars totalled so far!). Living up to his reputation, Paul gets lumbered with keyboard control and in practice races comes a dismal last time after time.

AND THEY'RE OFF

Nick puts pedal to metal and his yellow car zooms way out into the lead. He's absolutely unstoppable until the first bend when he forgets about the brakes, splatters across a wall, tumbles around a few dozen times and finally gets moving in the right direction five minutes after the others have finished a couple of laps!

Paul's somehow fluked into the lead, with Phil breathing hard down his neck (strange boy!). After some patient explanation, ie, a strong slap across the head accompanied by the words 'Brake, you idiot, brake', Nick gets back in the race and briefly tussles with Phil for second place before hitting another wall.

Race one: Paul first, Phil second, Nick third (somehow).

The lusty lovelies return to offer a selection of upgrade hardware. Paul and Nick go for Nitros, while Phil covers the screen to make a sneaky secret selection.

A Nitro boost gets Paul off to a good start with Phil following close behind. Nick's in last place assisted by Lucy, who taps his shoulder every time he should brake — unfortunately this knocks Nick off his chair...

Paul and Phil are way out front, Nick's on the floor, and that's the way it finishes with Nick being eliminated by the computer car.

In the third race the computer racer's even tougher, whizzing ahead of everyone else. It's a tight tussle between Phil and Paul until waggish publisher Roger Kean has a few words with Phil, most of which seem to involve the word 'deadline', repeated with ever-increasing intensity! Novice Editor Fatty Phil goes pale, mumbles a bit and comes last!

So otherwise-useless Paul won the race. The SEGA FORCE team celebrate, ZZAP! give Phil a stiff whisky and Lucy asks if the blue car was a computer player, too.

SPECCY

Finally, it was Nick's turn to choose a Speccy game to play. And what did the peckish 'Pieman' go for? *Fast Food, Kwik Snax, Chubby Gristle*? No, after his humiliating defeat on *Super Off-Road* he seemed to have lost his senses completely and went for Code Masters' *Panic Dizzy*.

It certainly seemed a puzzling choice at first, but then again Nick's had loads of practice at home, fitting shapes into the holes in his Fisher Price playset, so this would surely be right up his street.

If you don't remember it, this compulsive Code Masters game involves moving a conveyor belt with shaped slots in to catch shapes falling from four dispensers.

Nick was eager to play first and show off, catching three shapes simultaneously to make the dispensers rise and getting loads of fours to earn bonus toys — as if he hasn't got enough already!

With an air of supreme confidence, Nicko managed to get through seven levels before the dispensers reached the conveyor belt to stop his game with a massive score of 69,030.

WATCH IT FATSO!

Surely the moronic Phil couldn't match that? Well, the tubby twit isn't (quite) as stupid as he looks. He'd been carefully studying Nick's tactics and quickly picked up the technique to score loads of threes and fours.

The slothful slob showed surprisingly fast reactions, zipping the conveyor left and right to catch everything in sight. Completely entranced by the action, he seemed to be playing for an age before finally succumbing to the falling dispensers with an overweight score of 103,490 and cries of sheer disbelief from Nick and Paul.

Now surely that had to be the final shock of the day, there was no way plonker Paul could master such an obviously intellectual game? Nope, he couldn't, and even after several practice runs he only managed 63,160, ruining his chances of winning the Challenge.



● It's that man with the stick again. Squeezing Phil's head off!

So DJ Nicko let the side down, conquered by a mere ZZAP!per. Disgusting — string him up! Since Phil won on the Spectrum, Nick on the Mega Drive and Paul on the Commodore 64, the only possible conclusion we can reach from this challenge is all three of them are in the wrong job! It's a funny old world, innit?

The Dizzy Duo

• An interview with the Oliver Twins — by their dad, Malcolm!

*** The Oliver Twins, two of the country's top programmers of home computer games (or so they keep telling us —Ed) are working on the next adventure of the now-famous Dizzy cartoon character. Meanwhile, their dear papa, Malcolm, has taken up journalism, so he thought he'd have a quick practice on his kiddie-winkles. Here goes — the exclusive truth on this dynamic Dizzy duo!**

• ***CRASH (Malcolm Oliver):*** Hello, Philip and Andrew! So you're nearly 24, lads. How long have you been writing computer games to earn your living?

• ***Philip Oliver (Phil):*** About six years. We started when we were at school and the competition wasn't very high (how modest —Ed). It began in the Fifth Form with a board game called *Gambit*, which won a TV competition arranged by The Saturday Show. We then wrote games for BBC Soft, followed by Firebird, Interceptor, Players and eventually Code Masters. We've remained freelance writers, though.

• ***Andrew Oliver (Andy):*** We've had about 20 titles published and a total of around a hundred games across all formats.

• ***Phil:*** The Dizzy games and *Ghostbusters II* have been particularly good sellers, with *Treasure Island Dizzy* in the charts for 120 weeks (and still there), selling over 250,000 copies.

• ***Andy:*** *Grand Prix Simulator* was similarly successful and firmly established the place of the *Simulator* range.

• ***CRASH:*** All your games these days seem to come out under the Code Masters label. Have you always written for them?

• ***Phil:*** After meeting Richard and David Darling of Code Masters, we wrote *Super Robin Hood* for them. This was a great success and many more have followed. We've always had a very good working relationship with them.

• ***Andy:*** We've not put all our eggs (no Dizzy pun intended!) in one basket and besides other companies we've written two games for Activision — *Incredible Shrinking Sphere* and *Ghostbusters II*.

Simply the best?

• ***CRASH:*** What do you consider your best game?

• ***Phil:*** It must be *Dizzy*, which started a cult. There are lots of Dizzy games now, including new titles like *Bubble Dizzy*, *Dizzy Down The Rapids* and *Mystic Kingdom*.

• ***Andy:*** *Dizzy* wasn't amazingly clever, technically — *Ghostbusters II* was better.

• ***CRASH:*** How important is *Dizzy* to you?

• ***Phil:*** Very important. It was just what we were aiming to achieve — to change the market from simulators to cartoon adventure games in which the player decides what happens next.

• ***Andy:*** It's also more creative than taking an idea from a film or sport.

• ***CRASH:*** Most of your games have been budget successes. Why don't you write more full priced games?

• ***Phil:*** *Incredible Shrinking Sphere* and *Ghostbusters II* are full priced games. There've been others, like *Ski Simulator* on the Amiga and Atari ST.

If you sell budget games for, say, a quarter of the price of a full priced product, you probably sell four times as many so you don't lose out, money-wise. However, the customer gets better value for money and we (and Code Masters) get more publicity. That's the logic behind it.

"It was just what we were aiming to achieve — to change the market from *Simulators* to cartoon adventure games"

Great minds

• ***CRASH:*** As twins, presumably you think alike. Do you work together on each game or on separate ones?

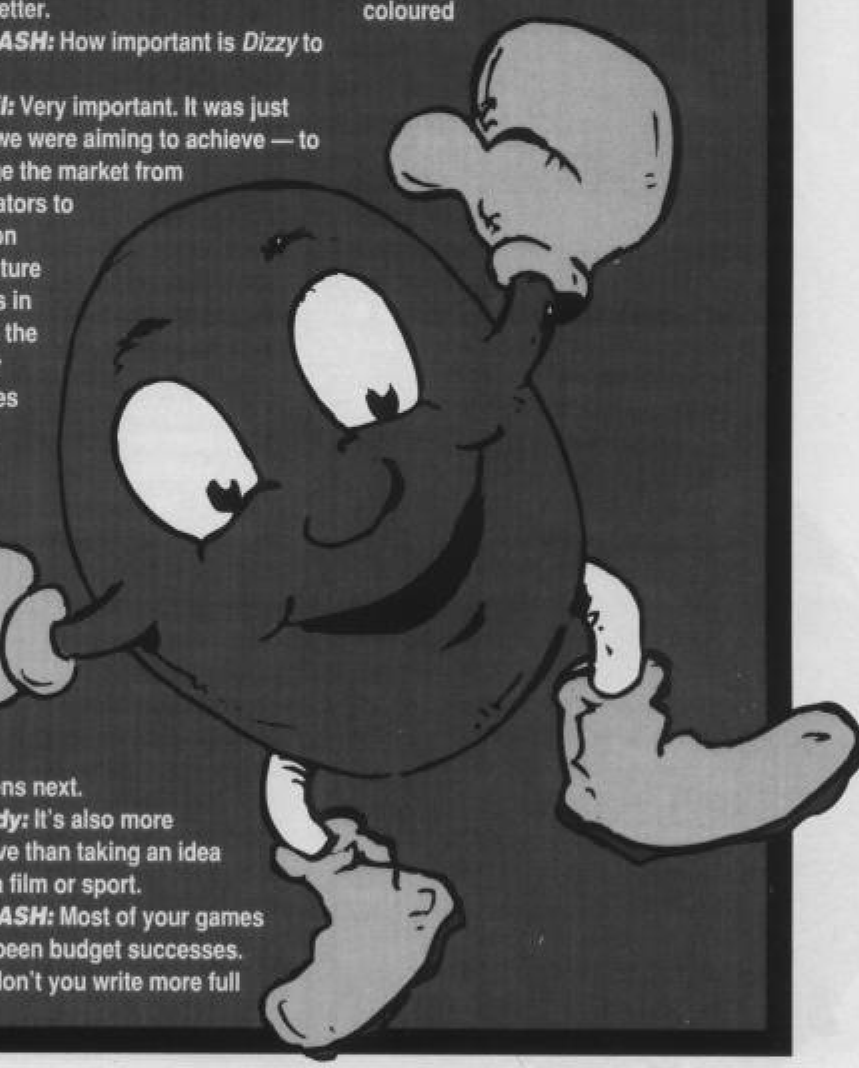
• ***Andy:*** Originally, we did work together on each game, dividing the project down the middle. Now Philip concentrates on the organising, project liaison, accounting, things like that, and I do the programming. You can see I do the hard graft.

Phil: That's a joke. No pressure on him at all.

• ***CRASH:*** Do you get any fan mail?

• ***Phil:*** Yes, lots. Well, Dizzy gets a lot. It's amazing what some of the Dizzy followers do. For example, we've had a 12-year-old boy writing Dizzy books. The number of hours that have gone into them, including coloured





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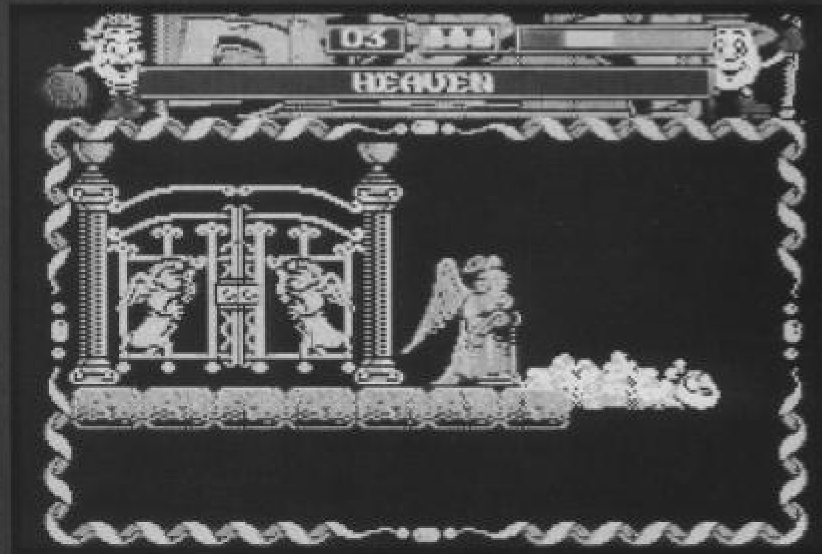
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Cor! It's heaven for the hard shell hero! Is that God or Blake Carrington out of Dynasty?



Go on, Diz, my son! Give him some headbutt! But watch out, you don't want to end up scrambled!

illustrations, is incredible.

● ***Andy:*** A lot of people write in with suggestions for the next Dizzy game, outlining the plot and how it should be played. Dizzy fan letters outweigh those for all the other Code Masters games put together.

● ***CRASH:*** What's the quality of the present competition in the UK games market?

● ***Andy:*** Very good question. I don't know! We don't look at many games written by other people. I'm not sure why. Probably too busy.

● ***Phil:*** Many of the better games programmers have moved on to consoles — either with Nintendo or Sega. Our main competition are the very good full priced games which have been out for a year and is then released as budget. *Ghostbusters II*, for example, is challenging our software at the moment. As we wrote it, we don't mind too much!

The future

● ***CRASH:*** How do you see computer games developing in the future?

● ***Phil:*** The UK market is undoubtedly going to follow the US and everything is moving towards consoles, which are easier systems for people to understand. The main problem is the cost of console cartridges.

● ***Andy:*** Phillips are about to bring out the CD-I, Compact Disc Interactive, which I believe will do very well in a few years time. Compact discs are relatively cheap to produce — about the same as audio cassettes — and therefore should overcome the disadvantage of the expensive console cartridges. The idea is that you buy a player similar to a video recorder which can load computer games. I've seen some demonstrations of interactive cartoons which are very impressive.

"Dizzy fan letters outweigh those for all the other Code Masters games put together"

● ***Phil:*** Other new technology to look out for are the Virtual Reality systems, where you're not just looking at a 2-D image but you stand in a 3-D world and you can see behind things.

"The idea is that you buy a player similar to a video recorder which can load computer games"

● ***CRASH:*** What does 1992 and the increased EEC market potential hold for Code Masters and yourselves?

● ***Phil:*** We're lucky, Britain just about dominates the games software and hardware production field in Europe, now. What we need to do is increase the user base, which is generally lower on the Continent.

● ***Andy:***Code Masters are getting pretty big in Europe, anyway. They used to be only in the UK but are now successful in France and Germany. Also in Spain, where there's a Code Masters division.

● ***CRASH:*** What to a 15-year-old computer whiz-kid keen on writing games for a living?

● ***Phil:*** First, it's not easy. It's like becoming a pop star.

● ***Andy:*** He (or she) should write small demos and games. He won't be able to sell these but they can be sent to a publisher like Code Masters to show them he's capable of doing work of high enough quality. A good demo will probably get him an interview.

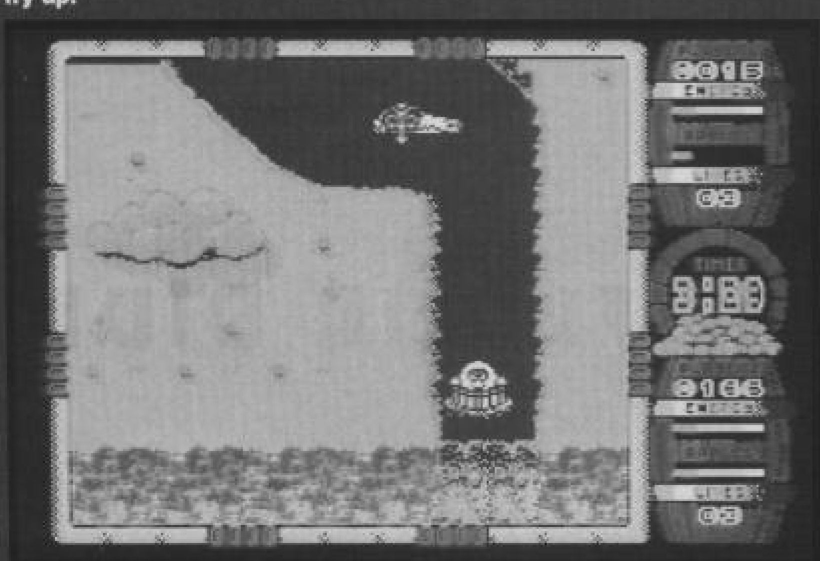
But do remember it's a risky business. Anyone really interested in earning their living from writing games should start while they're still living at home or supported by some other income.

● ***CRASH:*** Finally, what are your plans for the future?

Andy: Producing more games — to our very high standard, of course, and on all formats so as to make them available to everyone.

● ***CRASH:*** Thank you, lads. Good luck!

Oohh dear! THe little chicken produce has got himself into another fry up!






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Nick's playing TIPS



Hello my little fluffy cotton buds, it's February again (well, that's what it says on the cover), the month of tweety birds singing in the trees, little lambs frolicking in the meadows, and of course, Valentine's Day. Lots of chocolates, roses and squidgy love bundles of cards covered in kisses flow into the office (stop dropping hints, Nick! —Ed). Of course, the ultimate embarrassment is if you get a card from your mum or dad! But at least you don't have to send yourself a card like Corky does, and then brag to the office that it's from Madonna!

Have I got some wicked tips for you this month (yes). There's the first solution and map to that great Codies game *Dizzy — Prince Of The Yolk Folk*, a SAM256K POKE, map of level one and tips for *Prince Of Persia* and the low-down on *Terminator 2* and *Lords Of Midnight*! Thanks to all those who've started sending tips again. Yes, we're back, yes, we like to receive letters, and yes, there's still a £40 software prize for the best I print. This issue it goes to Scott Inwood for his *POP* POKEs and tips. That should help out lots of people stuck on this fantastic game. Well stop reading this intro and get stuck into those luverly tips.

LORDS OF MIDNIGHT

Letters have been pouring in begging for tips on this excellent graphic adventure game from the cover tape a few issues back. I loved playing it when it first came out. Here are some tippettes and a POKE to help you all out.

* The only person who can recruit Utarg is Luxor the Moonprince and that's only when his land is under attack. Also a person of one race can only recruit others of the same race, eg, Free can only recruit Free and Fey can only recruit Fey.
* Don't fight too much. Doomdark outnumbers you. Defend Xajorkith with Timrath and before you send Lord Xajorkith bring the citadel's guard up to a thousand men. (No more; if you put 1500 men on guard they disappear!) Go north and you can see a keep in front of you. Protect that because Doomdark will attack it before he invades the citadel.

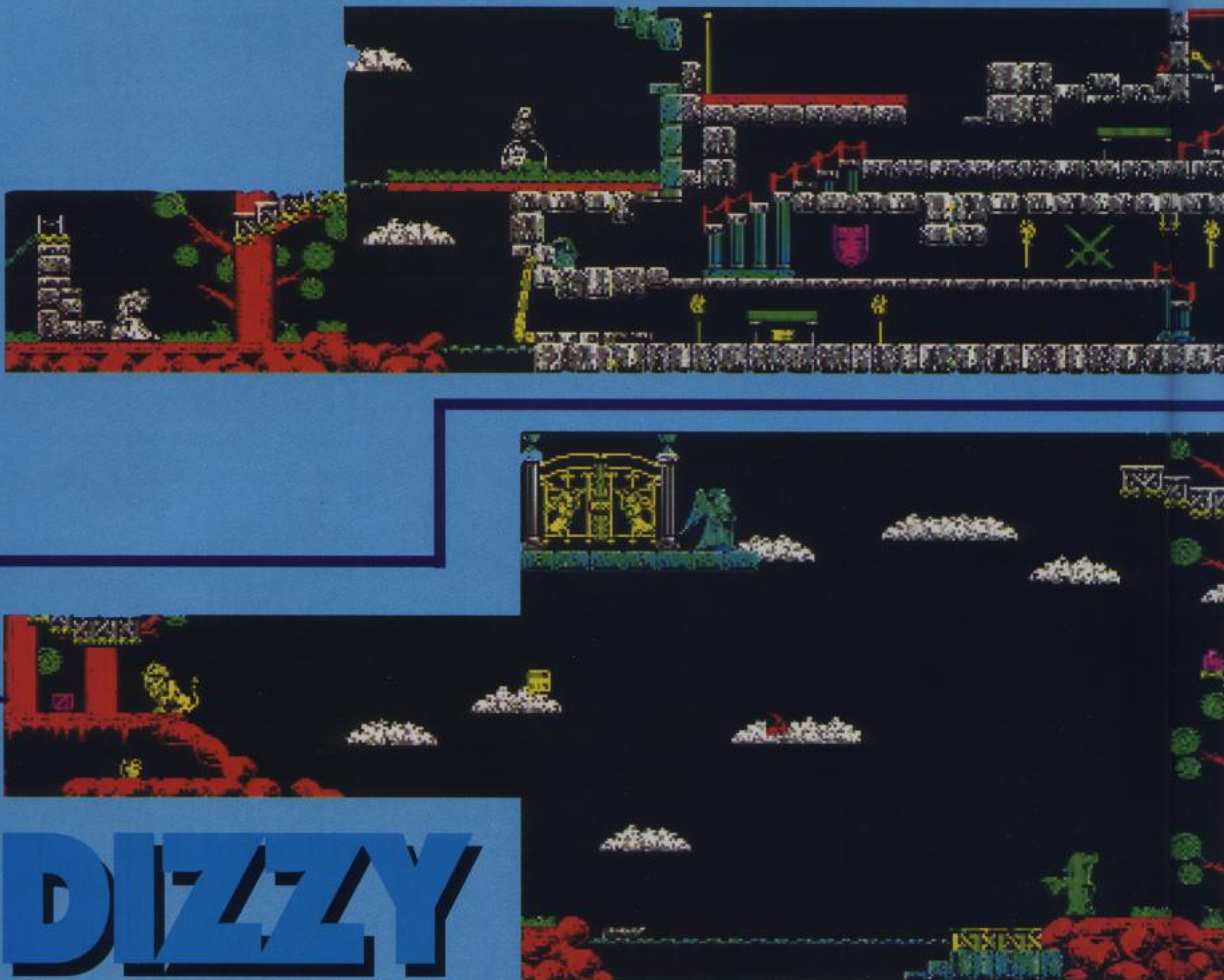
If you're feeling really puny, try using this POKE to gain immediate access to all the available characters and walk through dragons without being killed.

```
10 REM LORDS OF MIDNIGHT POKES
20 CLEAR 65535: POKE 23570,16
30 PRINT AT 9,6; "START MIDNIGHT TAPE"
40 LOAD "" CODE 16384
50 FOR F=23317 TO 23334: READ A: POKE F,A: NEXT F
60 DATA 33, 9, 9, 34, 99, 253
70 DATA 34, 14, 8, 96, 33, 24, 62
80 DATA 34, 195, 98, 195, 117, 96
90 RANDOMIZE USR 23300
```

TERMINATOR 2: JUDGMENT DAY

For those of you who don't have rippling muscles and a silly accent (probably most of you) like Arnie, here are a few tips on *T2* from Tom 'Zebedee, 5th Dimensional, Squaxx Dek Thargo' Brundle (sensible man) of The Twilight Zone, somewhere just outside Wrexham!

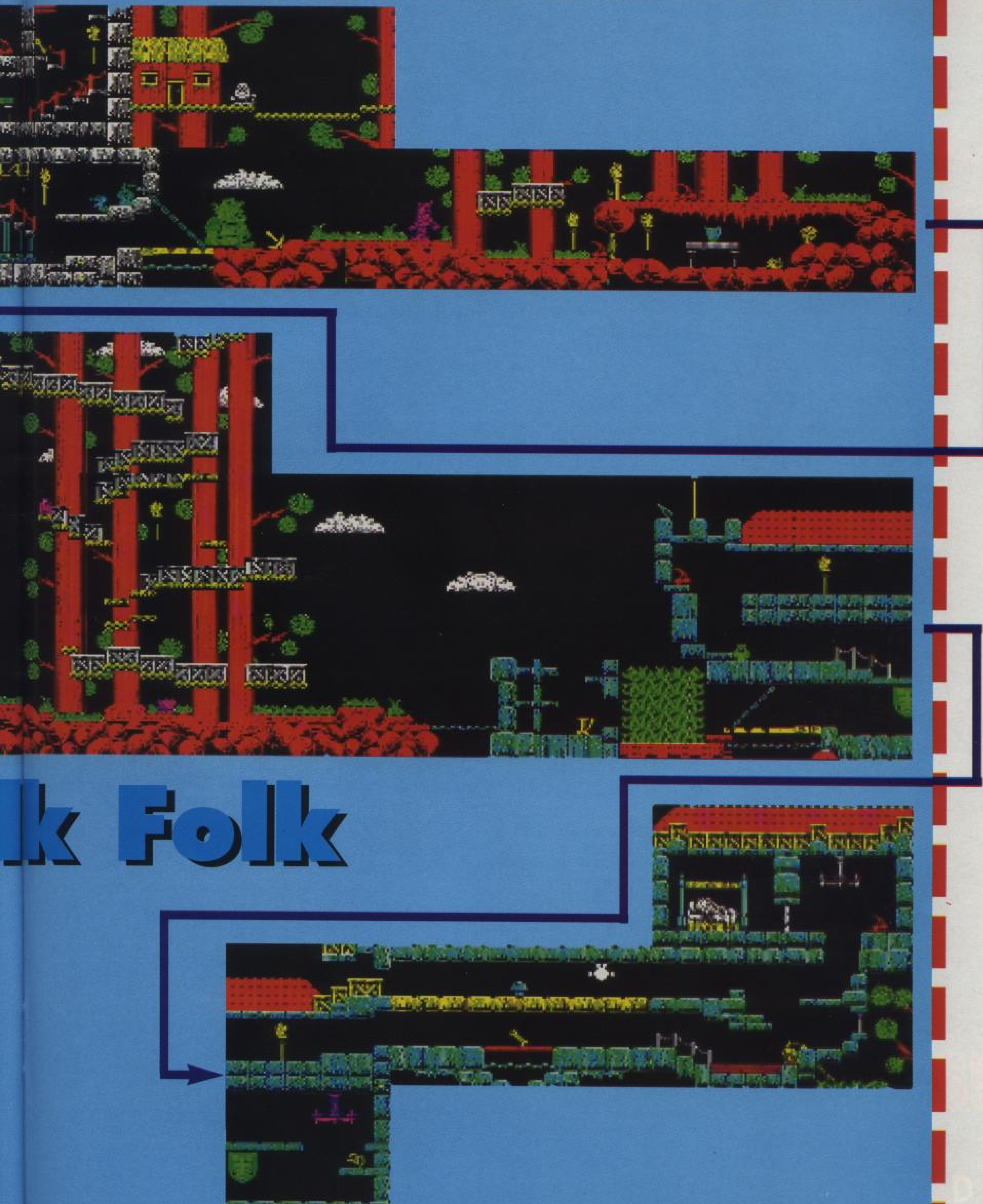
Level One Kick the baddy till he drops then come in close and headbutt/knee him to death.
Level Two Don't bother with the arrows, just go as far right as you can, staying about halfway up the screen. Don't worry about hitting rocks as there should be enough life bonuses to keep you going. If you like, occasionally dart to the left to collect extra life and point bonuses, keeping ahead of the truck all of the time. At the end, watch the pretty explosions. BOOM!
Level Three Fiddle Arnie's circuitry about! Quite easy, this. Try to get the pieces down the left-hand side first, then swop the numbers about to light them up. Fiddle with the rest and watch his fingers wiggle. Don't worry if you fail because you'll still reach...
Level Four Do the same as level one and maybe throw a punch for good measure.
Level Five This is hard (madam)! Slide the blocks around like mad. Arnie's eye is easiest to complete, but just experiment and try to finish with as many blocks right as possible. But still don't worry, because next is...
Level Six Weave your SWAT van around, shooting like mad. Steady it for a few seconds to hit the pursuing chopper. Try not to hit the other vehicles as you need all the energy you can get for the next level and this wastes it badly. Try to avoid the shots from the chopper but don't worry too much about Sarah's energy, just shoot like mad.
Level Seven Use the same tactics as for Level One and Four but move fast as this time the T1000 is well 'ard.



DIZZY Prince Of The Yolk

Yes, it's started! The solutions, cheats, tips and maps for all the luverly games on the *Dizzy's Excellent Adventures* pack. *Prince Of The Yolkfolk* was probably the easiest of the lot so it's no surprise it's been 'cracked' first. Here's the complete solution and another of those brill screenshot maps.

Get jug, matches and leaves. Drop leaves by door, use matches to start fire and jug of water to put out fire. Left, get cherries, talk to bugler, left, get pick-axe, right, right, get cherries, right, get cage, get cherries, talk to lion, right, up into cloud, jump to DIY bridge. Pick up bridge, down, use pick-axe, get cherries, left, up, get cherries and nougat, drop pick-axe, down, right, right, over river, give nougat to ferryman. Right, get end railing and cherries, drop railing, up, stand on ledge, use bridge kit, stand on edge of ledge and jump right, jump off to the right, jump over clouds, jump into castle, get harp, left, left, up, up, left, jump left, jump off cloud left to heaven. Talk to St Paul, give harp, get cheese, drop down through cloud, get cherries, jump right, right, drop cage near fluffle, drop cheese in cage, get cage with fluffle in it, get cherries, left, over river, left, up, left, left, left, left. Drop cage near troll, left, up, right, get outboard motor, take top ledge, left, up, up/right, get cherries, left, right, get cherries, get key, left, down, right, right, right, up/right, right, right, right, right, over river, give motor to ferryman. Get scythe, right, up, up, jump off right ledge, cut thorns with scythe, drop scythe, get cherries, right, get bugle, up/left, up, get cherries, right, right, right, up, get cherries, left, use key. Talk to Daisy, down, top left, left, get roof tile, get cherries, drop tile, left, get tweezers, jump left, left, left, over river, left, up, left, use tweezers on lion, get thorn, right, down, right, over river, right. Get back to 'Double Trouble' screen with two Dizzys in the castle, drop thorn on top ledge, right, get strange mechanism, get cherries, drop mechanism, move left on bottom ledge to where other Dizzy gets spiked, get spanner, get cherries, left, left, down, right, down/left, left, left, left, over river, left, up, left, left, left, left. Drop bugle near bugler, get joke book, left, left, up/left, left, use spanner on mechanism, right, right, down/left, left, over drawbridge, get grass, get cherries, drop grass, left, talk to princess. Get block, get cherries, drop block, get grass, get cherries, drop grass, gives joke book to princess, get flag, right, right, right, up/left, up, up/left, drop flag on pole, talk to bugler, talk to king, go back to Daisy in castle, kiss Daisy> Well done! Now watch the cartoon show...



k Folk

PRINCE OF PERSIA

Who knows what the new name for Persia is? Yup, it's Iran, with it's sun-soaked beaches and ice cream salesmen. *Prince Of Iran* doesn't really have the same ring to it, does it? This is one amazing SAM game written by none other than Chris 'Persil' White. Oh dear, it seems your protection system has been cracked by Scott Inwood. Here's an amazing POKE routine and a few tips on completing the levels.

Prince Of POKEs

Here's a run-down of the various POKEs.

★ The first few lines load in the disk's boot sector. This is a small piece of code which lies at track 4, sector 1 of a disk and can be any length. When you boot a disk this is loaded in and executed. It can then load in a program or the rest of the DOS.

★ The first poke gives you 42.5 hours to complete the game. You change this by changing the 255 to the number of minutes divided by 10.

★ The second gives you 8 points of energy. You can change the 8 to the amount of energy you need but if you go over 9 the game plays in ultra-slow motion.

★ Third stops spikes from piercing your botty and killing you.

★ Fourth stops you from losing energy, ie, falling two storeys, falling masonry, poisoned potions or losing a sword fight.

★ Fifth stops the guards from killing you so you'll always win sword fights or you can just run past them.

★ Sixth poke makes you light on your feet so you can fall as far as you like without losing energy or your life. If you get stuck in a pit then press CTRL+R to reset the level.

★ The penultimate poke stops the guillotine-like blades chopping you in half.

★ The last poke is used to advance you through levels without completing them first. Just press CTRL+Q to quit and then I to return to the game but at the next level. You cannot see the introduction with this poke. NB Do not press I after you've completed the game or it will crash.

```
10 REM SAM 256K PRINCE OF PERSIA POKES by S INWOOD
20 LET A=32768
30 DO
40 READ I: EXIT IF I=-1
50 POKE A,I: LET A=A+1
60 LOOP
70 DATA 62,1,211,226,219,224,203,71,32,250,219,225,254,4,202,32,128,62,123,48,2,62,91,211,224
80 DATA 6,20,62,254,195,4,128,243,62,128,211,224,6,20,16,254,33,64,156,1,227,0,24,2,237,162,219,224,203,79
90 DATA 32,248,203,71,32,246,17,64,156,167,237,82,34,82,128, 251,230,28,200,207,19
100 DATA -1
110 CALL 32768
120 REM PREVIOUS LINES LOAD BOOT SECTOR AT ADDRESS 40000 ONWARDS
130 REM DPEEK 32850 GIVES LENGTH OF BOOT SECTOR
140 POKE 40608, 204, 1
150 LET A=41001
160 DO
170 READ I: EXIT IF I=-1
180 IF I>255 THEN DPOKE A,I: LET A=A+2: ELSE POKE A,I: LET A=A+1
190 LOOP
200 POKE 229376, MEM$(40000 TO 41053)
210 CALL 229385
220 REM DELETE POKES YOU DON'T WANT
230 DATA 62,255,50,49450: REM GIVES YOU 42.5 HOURS
240 DATA 62,8,50,49455: REM 8 ENERGY POINTS
250 DATA 62,195,50,62042: REM SPIKES DON'T KILL
260 DATA 175,50,57014: REM CAN'T LOSE ENERGY BUT CAN BE KILLED
270 DATA 62,24,50,58555: REM GUARDS CAN'T KILL YOU
280 DATA 62,195,50,54463: REM CAN FALL AS FAR AS YOU LIKE
290 DATA 62,195,50,61410: REM CAN'T BE KILLED BY BLADES
300 DATA 33,49494,34,49286: REM SKIP LEVELS (CTRL+Q THEN PRESS I)
310 DATA 195,49152, -1: REM DO NOT DELETE
```

Some people have complained about the lack of SAM-specific instructions with their *Prince Of Persia* pack, so here they are in full.

● Introduction movie sequences

SPACE	Play game
CTRL+Q	Quit to title screen
CTRL+R	Reset the level
CTRL+S	Sound on/off
ESC	Pause game
SPACE	Display time left in game
CTRL+J	Select joystick
CTRL+K	Select keyboard

A few tips for you lucky blighters...

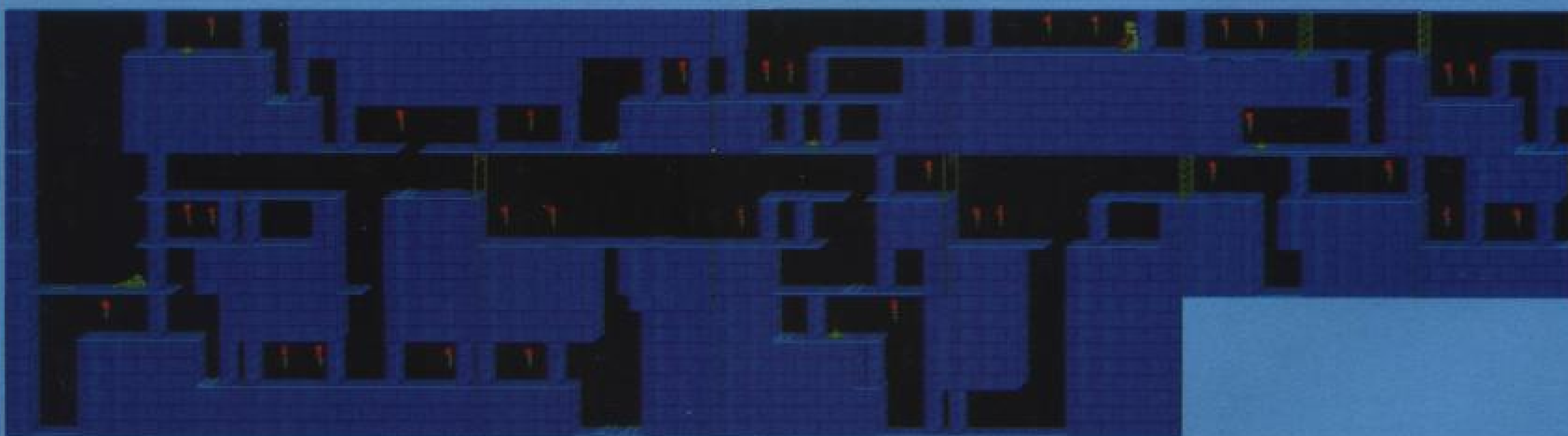
★ Pushing down does a smaller step than fire and a direction.

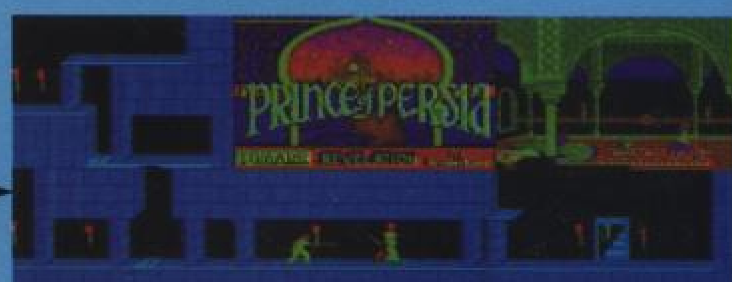
★ Always keep fire pressed while you jump, so if you fall short you can still make a grab at the ledge.

★ If you're using the joystick and can't do a certain part of the palace, try keyboard mode as the control is more accurate.

★ If you're fighting a guard and a 'portcullis up' switch is near, try to kill the guard on it as this stops the portcullis from falling. Also if there's a down switch try to avoid killing the guard over it as you'll never be able to get out (oo-wah!).

★ On Level Seven press fire as soon as you enter it or you'll die because you have to grab a ledge as you fall.





Well polish my pot plants if we haven't come to the end of another triffic tips section! It's good to see people have discovered we're back and are sending tips. Let's see if we can make the postman really earn his money by sending in truckloads of tips, cheats and maps for the next issue. £40 of software for the best, remember. The address (as usual) is: NICK ROBERTS' PLAYING TIPS, CRASH, EUROPRESS IMPACT, CASE MILL, TEMESIDE, LUDLOW, SHROPSHIRE SY8 1JW. So long!

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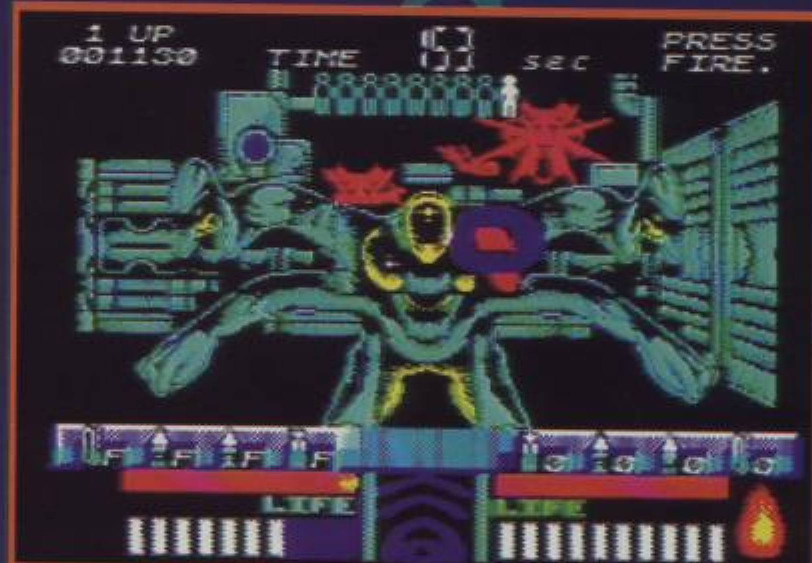
Space Gun

Ocean • £tba

'I say we take off and and nuke the entire site from orbit. It's the only way to be sure...' Aliens, who needs 'em, eh? All they do is abduct people, mutilate cattle and burst out of people's chests. But fear not, gentle readers, 'cause MARK CASWELL's become an honorary member of the Colonial Marines to kick some alien butt.



• Seems like a nice boy! Pity about the bad breath though



• I bet he's armless. If not he soon will be!

We've all seen movies like *ET*, *Starman* and *Close Encounters of the Third Kind*, where friendly aliens land on Earth and help mankind. The people who see these creatures from another world are unafraid and soon make friends with them.

What a load of *crap*. If you saw a little green man leap out of a spaceship in real life, you'd cack your panties and leg it. But the heroes of this game are a hardy breed who lug large, alien-splattering guns around, and they ain't afraid to use 'em.

Space Gun is a one- or two-player game, so grab a pal and prepare to zoom around space as your team of crack commandos waste the deadly aliens, who've very kindly decided to try and take over our solar system.

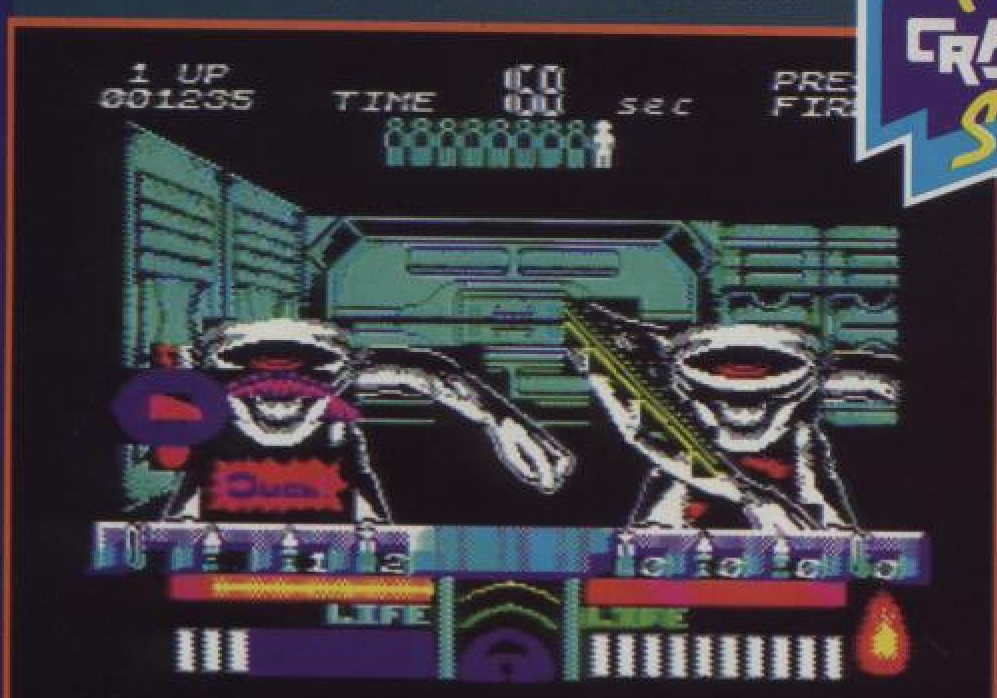
THE FINAL FRONTIER

There are six levels, split into three or four sub-sections. The main part of your mission is to rescue a bunch of civilians, who were working quite happily until the bug-eyed beasties attacked their space station and spirited 'em off. At least one hostage from each section must be saved from a fate worse than the Ed's singing (watch it sunshine — Ed), so go to it, trooper! Fail to free at least one hostage and you'll be a laughing stock.

In true *Aliens* style, the hostages are found hanging from walls or ceilings. They're wrapped in cocoons which you shoot away to free them. Once you've saved as many hostages as possible, sneak them past the aliens and deliver them safely to the space base. Simple, eh?



• You've had your chips now mate! With a bit of tomato sauce



• The terrible twins in full swing

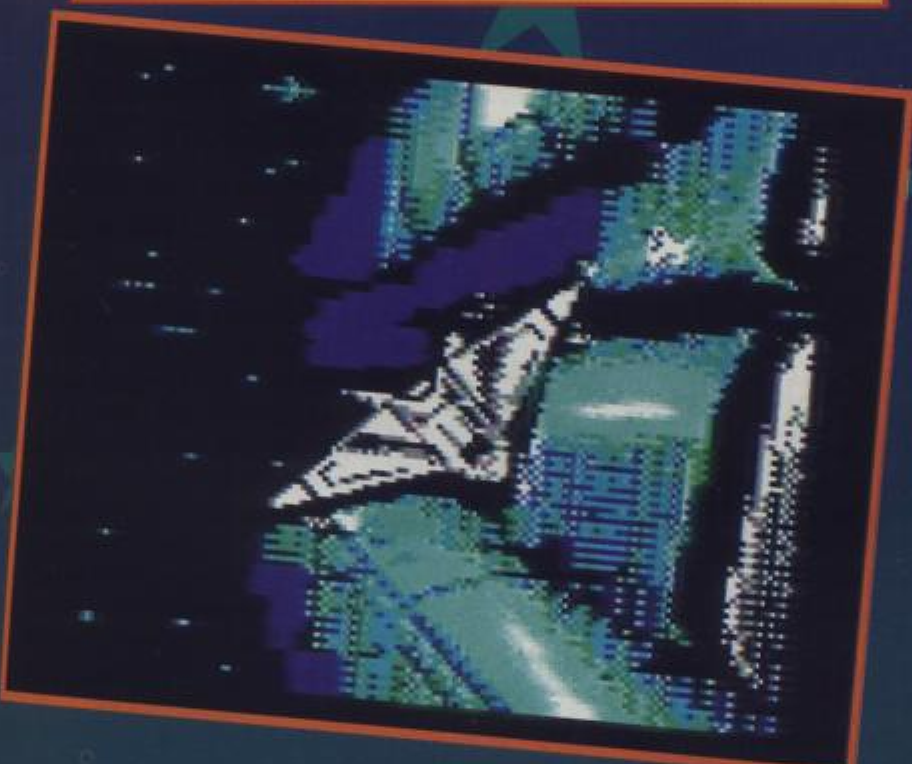
WE COME IN PEACE, SHOOT TO KILL

The game starts aboard the space station, viewed through the eyes of your character as you stalk the corridors in search of the alien scum. They certainly aren't shy about coming forward — pretty soon you're buried under several thousand pounds of alien warrior, industriously trying to rip your head off.

So now's a good time to press the fire button and spray some lead around. The gun's used by the time honoured tradition of whizzing the floating cursor around the screen and letting rip. But the aliens don't sit and take it, they rush at you and attempt to either bite or slash your frail body. Of course, this lowers the

Who's this Damian Stones bloke then?

Introducing *Damian Stones*, Images programmer extraordinaire. He's been programming since he was 12 and being paid to do it for about a year. Apparently, he's a very nice man, and to prove it here's his profile for all you girlie readers to drool over:
Age: 18
Sex: Yes please
Marital status: Eligible bachelor (see above)
Address: To be supplied to all you girlies out there (for an extortionate fee)
Height: 6ft (in platform shoes)
Eyes: Two (brown)
Build: Hunky
Fave game: *Gyroscope*
First computer: ZX81
Working hours: Too blinkin' long!
Past history: *Hunt For Red October* and a helping hand in *Back To The Future II*
Career opinion: 'It's got its up and downs; the up is the money, the down is the lack of it'
Hobbies: Drinking masses of lager, falling over, getting up, sleeping, looking at the pictures in sci-fi books
Opinion on price of eggs: 'Too much like the price of bacon' (Okay, stop the film, it's getting *silly*!)



● Look, it's one of them new fangled space ship things!



● Looks like a nice place for a holiday!

NICK

Wow, trip out city, maaa-n! This mean game has more colour than a rainbow wearing Jason Donovan's technicolour dreamcoat (and Wozza's neck —Ed)! It's like *Line Of Fire* with lots more playability and much better graphics. Movement around the corridors is automatic so the trigger finger's constantly at the ready to blast away the variety of meanness that pops it's head around the corner. *Space Gun* could easily be renamed *Kidney Bean Wars* (has Nick gone potty? —Ed) because the things you fire at the aliens look just like red kidney beans! They add to the mass of colour created by the brilliant backgrounds and sprites — which are full screen size at times. There's one dazzling game in here, too, and some neat touches — arms drop off, heads explode and the aliens still keep coming back for more! For a non-stop shoot-'em-up extravaganza, get *Space Gun* — it's wicked! ● 90%



old life meter and if you take too much damage you become alien din-dins.



● Ouch! I think he's hurt himself

IT'S LIFE, JIM, BUT NOT AS WE KNOW IT

There are several types of xenophobic creature, all bent on your destruction. Small, red, bug-like beasties hang from the ceiling and drop onto your bonce, while huge four-armed green monsters go straight for the throat. The red creatures are very often killed by a single burst of gunfire, the bigger monstrosities take longer to blow away. As you blast 'em, bits of flesh fly off, and if you're lucky an arm parts company before you're slashed to ribbons.

The carnage continues until you reach the Mother Alien on the sixth and final level. If you manage to pull all this off and emerge unscathed, you're a jammy bast.

HE'S DEAD, JIM

Ocean are on a birrova winning streak, aren't they readers? After the CRASH Smashed *Hudson Hawk* and Smash TV two issues ago, they pop up with this corker. I know the *Operation Wolf* format is as old as the proverbial hills, but it's proved to be very popular with the punters (and certain journos).

Space Gun is no pushover. The aliens are mean muthas who take a heck of a lot of blasting before they die, which is more than can be said about the heroes. Game after game I was killed by aliens who leapt out of dark and dingy corners. But half the fun is the suspense created by not knowing when you'll be mauled to death by a reject from the CRASH office (don't put yourself down, Corky — Ed).

Images, the programming team, have done a wonderful job with the graphics — a rainbow of colours dazzle the eye but there's very little colour clash.

Those of you who love this 'gung-ho' game style should take a look. Now if you'll excuse me, I have some aliens to splatter.
● 91%

Rating

A whole spectrum of colours (pardon the pun) and non-stop shoot-'em-up action!

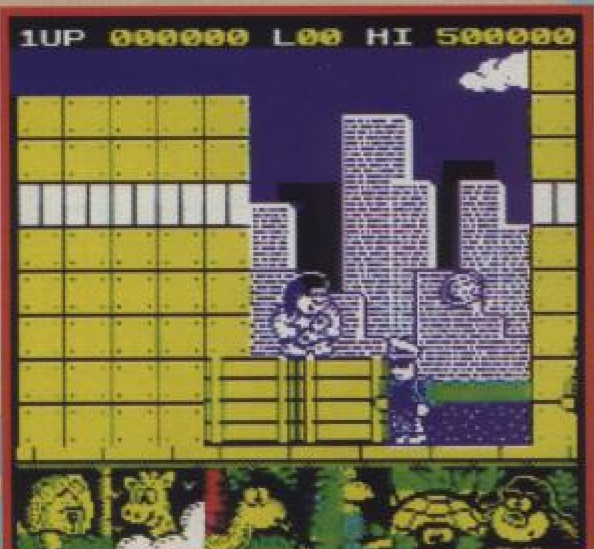
PRESENTATION	89%
GRAPHICS	91%
SOUND	84%
PLAYABILITY	89%
ADDICTIVITY	90%
Overall	**91%**

Big Nose's American Adventure

Code Masters ● £3.99

Wadda ya mean, I've got a big nose?! (Wotta whoppa! —Ed.) I think it's quite prim and proper and only a little bit red from the icy winds. Oh, it's a game! Silly me. NICK ROBERTS, the resident CRASH Rudolf, investigates the person on the end of the conk.





● Who's that with the conk the size of a jumbo jet?



● Anyone for a coconut milk shake?

It was a lovely day in prehistoric Ludlow. People were bustling about their day-to-day business and the one-way system was causing havoc, as usual. Big Nose the caveman decided to take the sabre-toothed tiger for a walk so he put on his best pair of skins and set off. Little did he know he might never see his cave again.

Just as he got to the corner of his mud track there was a flash of bright light and *SHAZAM!*, he was being whisked through time. These time tunnels are strange things. They appear from nowhere, suck in a couple of bods, mess about with the space-time matrix then trundle off again — the bleeders!

POO! SMELLY!

The next thing Big Nose knew he was in a strange new world, surrounded by horrible smells, nasty people and strange machines. Could this be the toilet down the local pub? Nope, it's present day America. How will Big Nose survive and what's he been brought here for?

It soon becomes clear. Armed with a handful of rocks, Big Nose has to free his animal chums, who've been sucked through time with him. They're locked up in cages and the natives in this new world do their best to stop B Nose Esq rescuing them.

LORD OF THE JUNGLE?

Big Nose is the follow up to *Tarzan Goes Ape* and gameplay is very similar. The big difference is that the scrolling play area is now much bigger. All the backgrounds and sprites have an abundance of colour and there's no horrible clash to contend with.

You need a very steady hand to survive on the slim ledges dotted around each level. One false move and Big Nose plummets to the ground and back to the beginning — very annoying.

Big Nose's American Adventure is an excellent budget game but it's a little lacking in the lastability stakes. It's extremely annoying when you get to the second animal and can't cope with the hundreds of nasties thrown at you. (That's probably 'cos Nick's crap —Ed)

If you're looking for a cheap, fun game with attractive cartoon graphics, you've found it. But don't expect to be playing this for long sessions because if you do you just might end up in the loony bin (so what's new?! —Ed)!

● 78%

The Big Nose Brigade!

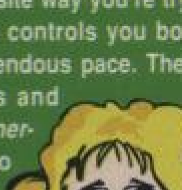
1. Barry Manilow: Singer-songwriter extraordinaire
2. Wozza Lapworth: Prod Ed and part-time pot holer
3. Barbara Streisand: Actress/singer (sort of)
4. Mr Nosey: Small green blob, star of kids' TV
5. Pinocchio: Wooden puppet with no strings
6. Steve Martin: Comedy actor and star of *Roxanne*
7. Mark Caswell: No, that's his spare he keeps in the drawer with his Jaffa cakes!
8. Dumbo: Elephant star of a Walt Disney cartoon
9. Noseybonk: Spooky pratt out of that classic program, *Jigsaw*
10. Mr Punch: Policeman murderer and child basher



● Ouch! Barbecued Big Nose

LUCY

Why he's called Big Nose I don't know — looks more like a fat Tarzan to me. The beer belly's probably due to all the ale he quaffs on his travels, which gets him so legless he goes the opposite way you're trying to guide him. Once you've mastered the sensitive controls you bound round the platforms and zap the baddies at a tremendous pace. There's plenty of variety and surprises in the graphics and gameplay. *Big Nose* possesses that old *Manic Miner*-style addiction, forcing you to have just one more go at reaching the next stage. A notch above your average platform game, with plenty of original features, this is a right bargain. ● 80%



Rating

Code Masters nose what they're doin' when it comes to jolly platform games

PRESENTATION	75%
GRAPHICS	80%
SOUND	76%
PLAYABILITY	74%
ADDICTIVITY	79%
Overall	**78%**

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5 to 7s



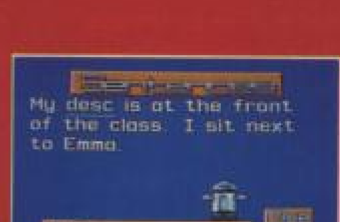
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Over 7s



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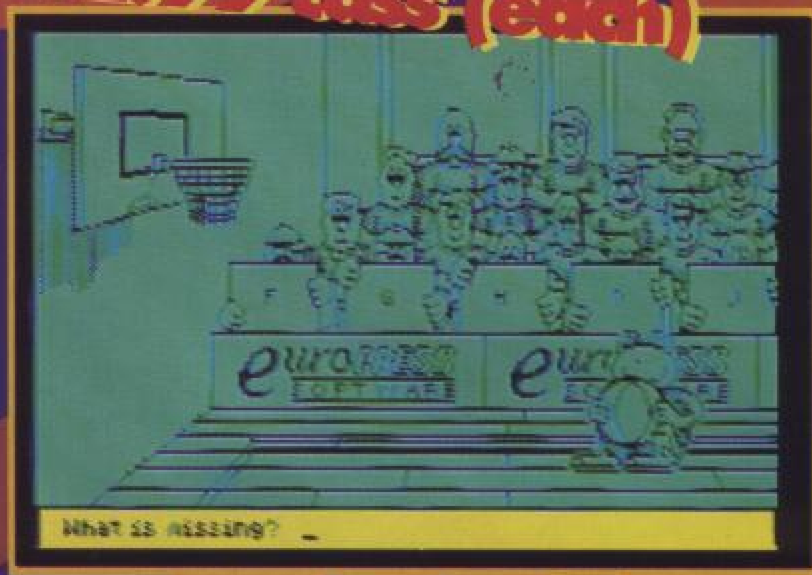
DATABASE EDUCATIONAL SOFTWARE

Fun School 4

Europress Software ● £12.99 cass (each)

Two plus two equals... erm, seven. Oh dear, readers, I think the CRASH team need to return to the classroom for a couple of days. Or alternatively, play the latest range of educational games released by our parent company (grovel, smarm). MARK 'SWOTTY GIT' CASWELL dons a mortar board and arms himself with a cane to review the *Fun School 4* packs...





● Down at the basketball court. What a nicely drawn Europress logo!



● What a strange bunch of geezers!

There are three game packs on offer, each containing six games. These are for under-fives, five to seven-year-olds and seven to eleven-year-olds. Quite why the Ed asked me to review these game I don't know, at 27 I'm an old crusty (I reckon it's punishment for deserting CRASH). But with the Ed's stiletto heel two inches away from my groin, I'll start with the under-fives pack:

First off we have 'Addition', where Teddy and five of his pals are sitting in front of a blackboard. Teacher Ted shows pictures and you press the corresponding number on the keyboard. Get it right and Teddy and his classmates are allowed out to play.

'Teddy Paint' allows you to become an Oli Frey acolyte for the day. By pressing different keys choose a variety of shapes and colours, so let your imagination run wild.

In 'Fun Train', Teddy takes a train ride. All you do is match the picture on the Fun Train carriage to the one in the middle of the Fun Train ride.

A bit of DIY (destroy it yourself) comes next as you help the decorators paint Teddy's house. Different parts of the house are highlighted and a range of colours are offered — if you want to paint the chimney yellow, go ahead.

In 'Teddy's Karaoke', you help him pick, play and sing a selection of songs for his party. Finally, 'Teddy's Books' sees Daddy Bear reading a story to Teddy and his friends. All you have to do is identify the book Daddy Bear's reading.

FIVE TO SEVENS

The five to seven pack kicks off with 'Library', where Freddy The Frog offers to help out with a bit of book tidying. So you're presented with a pile of books that need sorting into alphabetical order.

'Basketball' sees Freddy join the Harlem Globetrotters (the first person in the office to whistle 'Sweet Georgia Brown' will be punched). Out on the basketball court you identify the missing letter; a correct answer lets Freddy lob a ball into the basket.

Freddy goes to the supermarket next in 'Shopkeeper', our froggy hero tells you what he needs from the shop and you decide how much it costs (the price of milk these days, mutter, moan, whinge).

Help Freddy build his log cabin in the game (unsurprisingly) titled 'Log Cabin'. Simple sums appear on the screen; if you provide the correct answer Freddy adds another log to his home (get it wrong and he dies of hypothermia).

In 'Opposites', Freddy's wife wants to dive into a pond, but she can't until you answer some 'opposite' questions. Finally, Freddy wants to cross the pond, too, so answer questions to help him escape the crocodile.

SEVEN TO ELEVENS

Last but by no means least, we have the seven to elevens pack. In 'Proportions' you help Sammy The Spy work out decimals, fractions and percentages.

Your general knowledge is tested in 'Spy Quiz'; if you succeed Sammy can carry out his mission. Next Sammy finds himself abroad, so in 'Exchange Rates' buy (and identify) five major currencies.

In 'Spy Travels', help Sammy find the secret spy base. He travels across the world in various vehicles but can't navigate to save his life (thicky!). And in 'Desert Dates' help Sammy answer historical questions and discover the secret of the pyramids.

Despite the fact I left school a decade or so ago, I greatly enjoyed playing *Fun School 4*. I was impressed with the presentation of all the games. The graphics are especially noteworthy — some are monochrome but others contain all the colours of the rainbow!

These packs are excellent value for money. Parents and teachers alike could do far worse than look at the *Fun School* range of games (phew, I think my job is safe) (bloody creep —Ed).

● 83%

NICK

Ooo, little teddies everywhere! I like a challenging game to play now and then, something to test my skills to the full. That's why I got lumbered with *Fun School 4*! The three packs cater for different age groups and all are full of fun, informative graphics and brilliant animated sequences. The *Fun School* series has all the educational value you need but presents it in such a way to keep the child interested. A favourite game of mine is Teddy D's Karaoke, where you select the nursery rhyme to bop along to and the words come up on screen. We've been playing it constantly in the office — it's driving everyone round the bend! I recommend *Fun School 4* to anyone wanting to continue their child's education at home. I wish I'd had such great games to play in my early learning years (whadda ya mean, I'm still only little!). ● 90%



Rating

UNDER 5's	86%
5-7 Yrs	86%
7-11 Yrs	85%
Overall	**87%**

Super Seymour

Code Masters ● £3.99 cass

Is it a bird? Is it a plane? No, it's that small blobby creature with a funny grin — Super Seymour! Our very own Clark Kent, NICK ROBERTS, goes pad in hand to investigate this new phenomena (he's gonna get arrested if he keeps sneaking into phone boxes to put knickers on over his trousers —Ed)...

Is there nothing this cartoon character can't do? Not content with being the latest star to come from the Code Masters stage school or having his own arcade adventure, he has to dive into a nearby phone box, don cloak and mask and become a super hero!

You can't blame him, though, *someone*'s got to save the Earth from destruction. The seas are becoming polluted, the ozone layer's crumbling away and Big Macs still give you terrible indigestion. Super Seymour sets out to rights these wrongs with special powers the gods have given him.

The polluted lands have created buckets of toxic waste which have been dumped around the game's levels. There's so much of the stuff that new lifeforms have begun to emerge; terrible creatures with lots of arms and legs stalk the screens, a bit like tax men after cash.



● That cutesy bundle of fun is at it again

● Attack, attack! Get those hot air balloons



POWER TO THE PEOPLE

Luckily, Seymour has the powers to deal with these new menaces. He possesses a Super Blow (missus), Super Spit (ik!), Super Snare, Super Sprint (wasn't that a coin-op?!) and Super-Duper Leap.

The game's split into many single-screen levels. Mutants walk around the platforms and our hero bounces around the screen clearing them away. If Seymour uses Super Blow, he takes a deep breath and blows the nasties off their perch so he can jump on them. Spit takes the pips from fruit collected and fires them out at high speeds, Snare traps the little beggars so Seymour can stamp on them, Sprint speeds him up and gives an attacking move, and the big Leap lets him jump straight to the top of the screen!

CUDDLY WUDDLY?

Our Seymour's as cute and cuddly as ever in his new adventure and he still has all those excellent expressions as he jumps about the screen. All sprites are well animated and there's a surprising amount of colour in them, although things do clash now and then.

It's been noted around the office that *Super Seymour* is along the lines of the Spectrum classic, *Bomb Jack*. There *are* similarities, but with the new ecological theme and great graphics programmers Big Red Software have crammed in, things are brought up to date with a bump.



● Collect the oil drums for a slick bonus

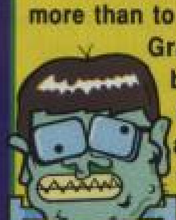
Anyone who's played *Seymour At The Movies* will have fallen in love with Codies newest character and want more of him. This is a great follow-up game, avoiding the Dizzy trap of producing a game along the same lines as the original. This doesn't mean we don't want another cartoon adventure starring this guy, though — the more the merrier as far as the CRASH team are concerned. Seymour's set to be a big, exciting star!

● 84%

● What a lovely background, you could almost hang it on your bedroom wall!



MARK



You'll believe a potato... sorry, a man can fly! Yep, Seymour is back in a game that owes something to that crusty hit of yesteryear, *Bomb Jack*. The spud-shaped, buck-toothed hero looks very cute in his cape and mask (a King Edward version of Batman, methinks). On the other hand, the mutated meanies are an evil-looking bunch of swines, who want nothing more than to send Seymour to play his little golden harp in heaven. Graphically, *Super Seymour* is excellent, especially the backdrops that change from level to level. It's frustrating to begin with but it isn't long before ol' spud head is sproinging around without a care in the world. *Super Seymour*'s a great value for money game that all gamesplayers will love. ●

90%

Rating

A fun little arcade game starring the latest and greatest of computer cartoon characters

PRESENTATION	84%
GRAPHICS	87%
SOUND	84%
PLAYABILITY	85%
ADDICTIVITY	84%

Overall 86%

Edd the Duck

Zeppelin Games • £3.99 cassette

When you think about it, children's TV, past and present, is full of friendly, smiling presenters sticking their hands up various animals' bottoms. Harry Corbett was probably the first, giving Sooty cause to raise his eyebrows in mute surprise. I bet the little bear was happy when old 'H' popped his clogs. But then his dopey son, Matthew, came along and availed himself of a furry posterior.

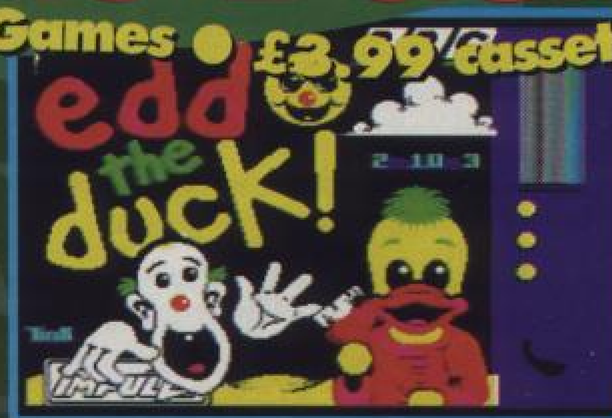
And then there's Rod Hull and Emu — are you surprised he's such an aggressive bird?! Keith Harris's Orville deserves everything he gets, of course, but Gordon The Gopher's quite a lad. Do you think he's naturally that squeaky? Nope, unassisted by human digits he's a baritone for the local operatic society.

But what of Edd the Duck, Gordon's replacement as CBBC mascot? Well, he may have a sore botty but at least he has the honour of his very own computer game. Striving for megastardom, Edd has to travel through the BBC studios collecting stars.

There are 20 stars in each level, but plenty of nasty creatures out to stop him. Hitting them with snowballs (?!) stuns them for a few seconds, allowing little Edd to waddle past.

When first released on the Speccy (Issue 84), *Edd The Duck* received a warm welcome from both Nick and myself. Okay, it owes more than a little to *Rainbow Islands* for inspiration, but that isn't such a bad thing. I'm a sucker for a good platform game, and *Edd The Duck* fits the bill (ho ho) nicely.

• **MARK**



• Edd starts off on a new duckly adventure



Rating

PRESENTATION	82%
GRAPHICS	85%
SOUND	80%
PLAYABILITY	78%
ADDICTIVITY	85%
Overall	**84%**

Quattro Fighters

Code Masters • £3.99

Hands up if you've got a violent streak (yeah, now what? —Ed). Are you the sort of person who goes around the house kicking the cat and looking dead mean? Well STOP! Leave the moggy alone and buy *Quattro Fighters*. The four games offer a mixture of beat- and shoot-'em-up to keep any trigger-happy gamesplayer occupied for a long time.

The action pack kicks off with *Guardian Angel*, a real fist-cruncher of a game where battles are fought through the docks of Manhattan using hands, feet, iron bars, baseball bats and even teeth if you're that way inclined! There are some great graphics and there's always a surprise around the next corner.



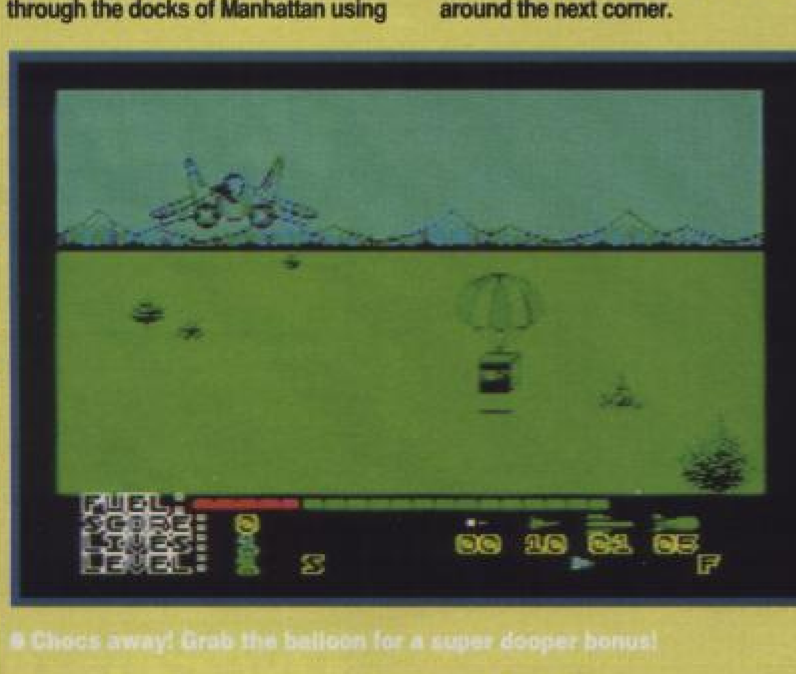
On first play, *Kamikaze* seems like just another plane-zapping game but there's a lot more to it than that. True, there are lots of planes of different shapes and sizes to be destroyed, but you also have to rescue blokes from one side of the level and take them back to base. To get them out of their prison you have to load the plane with explosives and dive-bomb it!

MiG-29 Soviet Fighter offers shooting action of a different kind. This time the game's viewed from behind the plane, *After Burner* style. Lots of tanks, aircraft and power-up balloons fill the screen with great graphics.

The final game's a bit of a cop-out, really. *SAS Combat* has been seen on another *Quattro* compilation so if you're collecting them all you'll be a little disappointed. But with four areas to be cleared of troops and a gun full of bullets to do the job, it's a right good blast.

All the *Quattro* packs are great value for money. Four budget games for the price of one — you can't go wrong, can you?

• **NICK**



• Chocs away! Grab the balloon for a super dooper bonus!

Rating

GUARDIAN ANGEL	68%
KAMIKAZE	60%
MIG-29 SOVIET FIGHTER	72%
SAS COMBAT	60%
Overall	**68%**

Double Dragon III

Storm ● £11.99 cass ● £15.99 disk



How careless can you get? Marion, the girl from previous *Double Dragon* games, has been kidnapped again! This is the third time running, folks! Perhaps she should be locked up for her own good. NICK ROBERTS read the ransom note.



●Take that you bugger! I'm that 'ard me

She's done it again! Not content with a peaceful home life, Marion, girlfriend of Billy Lee, has let herself be kidnapped once more. Don't the Brothers Lee have jobs to do? They seem to be making a full-time career out of rescuing this girl! In my opinion, if Marion keeps getting kidnapped it spells trouble — give her the 'Big E', Bill!

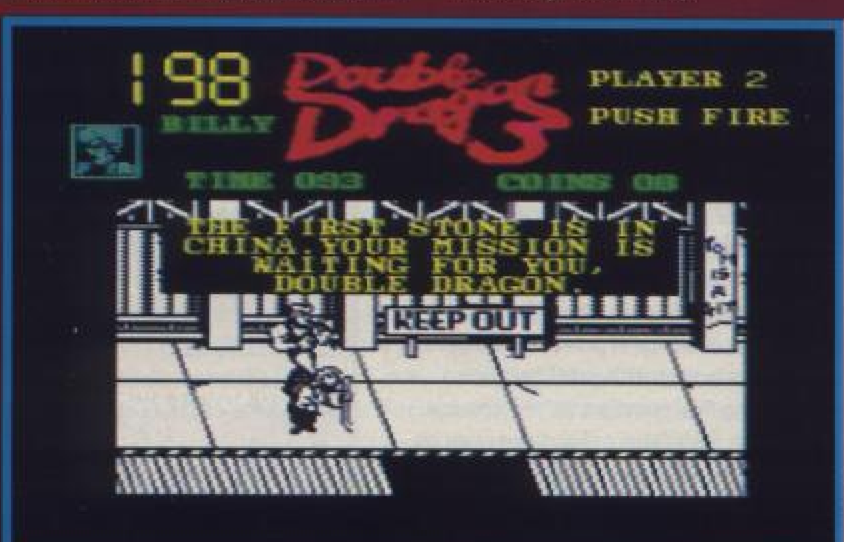
This time their task is to search for the Rosetta Stones and hand them over to the kidnappers. Luckily, a soothsayer chum promises to lead them to the stones so things should be a doddle. Ha, you must be joking!

This dangerous mission takes the brothers through America, China, Japan, Italy and Egypt levels, then for a short holiday in Wales (well they've got to have a 'leak' somewhere, haven't they? —Ed). Having emptied their bladders and smashed hell out of loadsa unpleasant personages, they might rescue Marion and find the truth behind the strange stones.

WONDERFUL WEAPONS

Each level has various streetfighting stages featuring wave after wave of scum to beat up. To add a little variety, a weapons shop has been added, where Billy and Jimmy can equip themselves with such items as nunchukas, grenades, missiles, knuckledusters and swords, plus extra energy and lives.

Money collected in the streets can be invested in new moves. The Locking Head Squeeze, Handstand Ankleflip and One-Armed Headbutt should all come in handy. The great thing about beating up blokes using these skills is the player gains the expertise of any chap they defeat, as a sign of respect for their superior mastery of the fighting arts (boot-lick, creep, smarm etc).

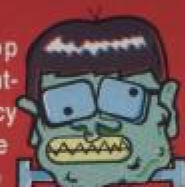


● A bit of a chin wag with Mr Chin from the China level!



● In the weapon shop — a bit like Alf Roberts' place but with guns instead of beans

MARK



Oh lordy, when will software companies stop producing boring sequels to yawny games. Beat-'em-ups have been around since the dawn of the Speccy and these days a 'bash the crap out of the baddies' game has to be something really special to impress. To be fair, *Double Dragon III* is pretty good, graphically. Though monochrome, the backgrounds are fairly detailed, which is more than can be said for the character sprites. Some of the baddies look barely sentient (que? —Ed), let alone human. *Double Dragon III* may appeal to fans of the trilogy, but personally I'd rather watch Warren picking his nose (and judging by the size of it, that could take *years*). ● **65%**



● I think your tread is wearing a bit thin Mr Arnie!

GOOD GAME, GOOD GAME!

Double Dragon III brings you detailed background scenery from exotic places all over the world. But apart from looking good, you can use objects lying around or use the backdrop to catapult yourself onto an oncoming tough guy. Crates can be picked up and slung at whoever you fancy (but if you fancy 'em it'd be a bit silly to chuck a crate at 'em —Ed).

As beat-'em-ups go, *Double Dragon III* isn't bad, it's just we've seen it all before — time and time again. All the background graphics are excellent, but the sprites are a bit dodgy — if you knock a baddy flying you don't expect him to grow a few inches when he hits the floor! But if you fancy a bit of a bash, *DD III* could be for you. Don't forget your knuckle-dusters!

● **75%**

Rating

Lots more of the same with some snazzy graphics thrown in.

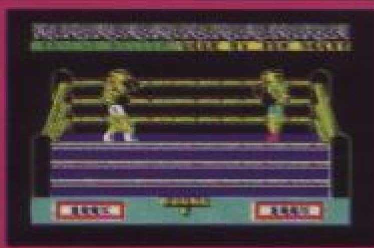
PRESENTATION	70%
GRAPHICS	78%
SOUND	80%
PLAYABILITY	68%
ADDICTIVITY	67%
Overall	**70%**

Devastating Blow

Beyond Belief ● £2.99

Despite the suggestive title, *Devastating Blow* is a boxing game, the first release on the new Beyond Belief label. Starting as the eighth-ranked fighter in the world, you batter your way to the top by flooring every bum who stands in your way.

To beat your opponent, throw combinations of punches — when



his energy rating approaches zero, he'll fall over. He can do the same to you so keep that guard up and don't show too much chin. If you're knocked down, waggle furiously and you might stagger to your feet to fight again (and be knocked down again, probably).



● Oi! This is no time for doing press ups

Between bouts you blast away at a punch bag to improve your power, and if you get bored with knocking over computer-controlled opponents, you can beat up a friend (sounds like fun —Ed).

The graphics aren't going to set the world alight but they're as good as you'd dare expect, while animation's silky smooth and crystal clear. The sweat flying from a fighter's head as he's hit helps create atmosphere.

On the minus side, *Devastating Blow* offers little in the way of tactics — just stand toe-to-toe and hit the other fighter. The lack of a joystick option doesn't help matters.

For all it's faults, *Devastating Blow* is a playable game that could easily go ten rounds with some of the full priced beat-'em-up games currently on the market. With far too many big software houses releasing games that are mere parodies of their 16-bit counterparts, it's great to see a smaller label using the Speccy for it's own sake. Not up to world title standard, but certainly in the ratings.

IAN

Rating

PRESENTATION	74%
GRAPHICS	73%
SOUND	70%
PLAYABILITY	76%
ADDICTIVITY	75%
Overall	72%

Jimmy's Soccer Manager

Beyond Belief ● £3.99 cass

Who's this Jimmy geezer? Jimmy Greaves? Jimmy Jones? Perhaps it's Jimmy Riddle?!

Nope, he's a soccer manager and he needs your help because he's crap at his job! The Kettering team have never been well known for their amazing skills so they need a bit of sorting out in true football management style.

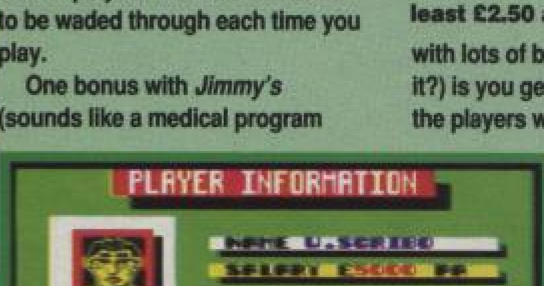
Fans of management games will know the format these things take. There are a few menu screens filled with various options then lists and lists of players' names and details to be waded through each time you play.

One bonus with *Jimmy's* (sounds like a medical program



● I can't accept that offer! He's worth at least £2.50 and a pickled egg!

with lots of blood and gore, doesn't it?) is you get lovely mugshots of the players when you look at their info and there's even an animated graphic of a team manager when the phone rings — amazing stuff!



● Hmm. Seems like a nice boy!

In my humble (as in lowest of the low — Ed) opinion, companies should always make an effort to recreate the actual football matches in games like this. I hate it when you play the game and only get a clock counting the minutes and the odd highlight when someone scores a goal. How boring! I suppose you could argue that the reason for playing is to experience life as a football manager so don't need the flashy graphics and effects. That's only an excuse to avoid making the effort.

Jimmy's Soccer Manager will probably make all fans of such games jump up and down in delight. The truth is there are much better soccer management games around if you look for them — and you won't have to look far. I find looking at endless lists of names incredibly boring, but fans will always say, 'We were never being boring because we were never being bored!' Hmm, exactly! (Christ, Nick, sometimes I worry about you —Ed).

● NICK

Rating

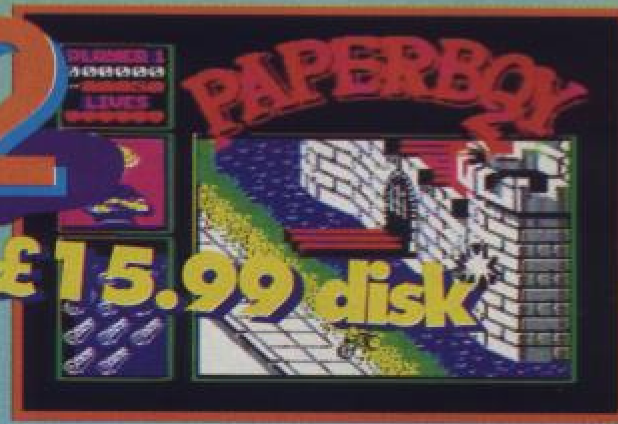
PRESENTATION	34%
GRAPHICS	38%
SOUND	10%
PLAYABILITY	40%
ADDICTIVITY	30%
Overall	30%

Paperboy 2

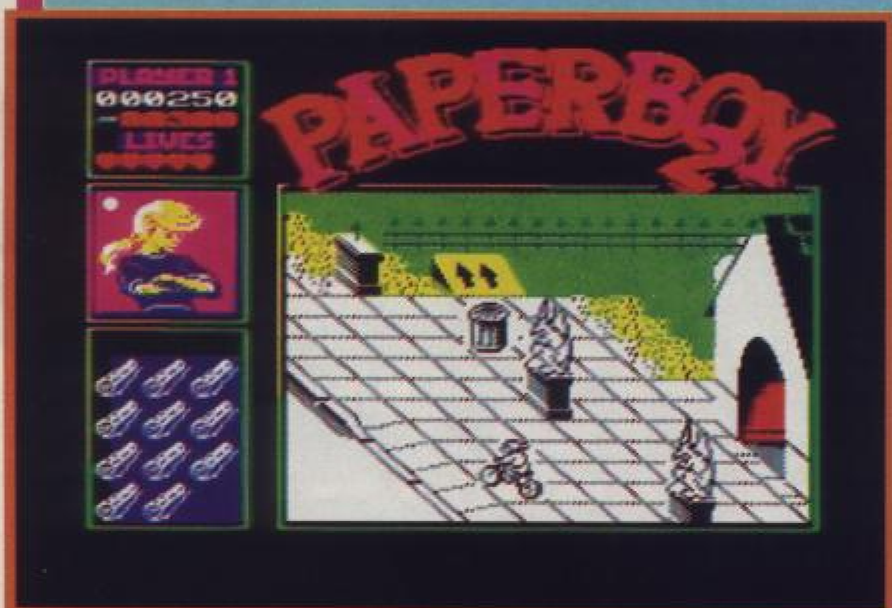
Mindscape ● £10.99 cass ● £15.99 disk



It's funny how everyone gets nostalgic when you mention paper rounds. We all started off in the same way: trudging around the town in all weathers getting yapped at by nasty dogs of various sizes. NICK ROBERTS gets out his big orange bag and sets off for the shop...



● A spooky castle with an order for the Daily Sun!



● The Paper Girl looks like she's off to church!

The conversion of the original *Paperboy*, the classic coin-op, earned 88% back in Issue 33. And with a little help from Mindscape, the BMX bombers are back in an all-new game that has everything the original boasted and more!

The diagonally scrolling streets, pleasantly annoying obstacles and amusing headlines are still there, but the game's been enhanced by full colour graphics, two-way scrolling and the option to be either a paperboy or papergirl (yeah, equality at last! —Ed).

The job's to deliver the *Daily Sun* to the subscribers in each street. There's no time to jump off the bike and put the paper through the letterbox so lobbing it in the house's general direction is the best the paperperson can manage.

If the paper lands in the mailbox, everyone's happy. Miss the box and the moaning Minnys cancel their paper! Hardly surprising, though: smashed windows, broken fences and toppled dustbins are just a few of the mishaps that can result from a misplaced paper (bloody strong paper, this *Daily Sun* —Ed).

BRILL BMX BONUS!

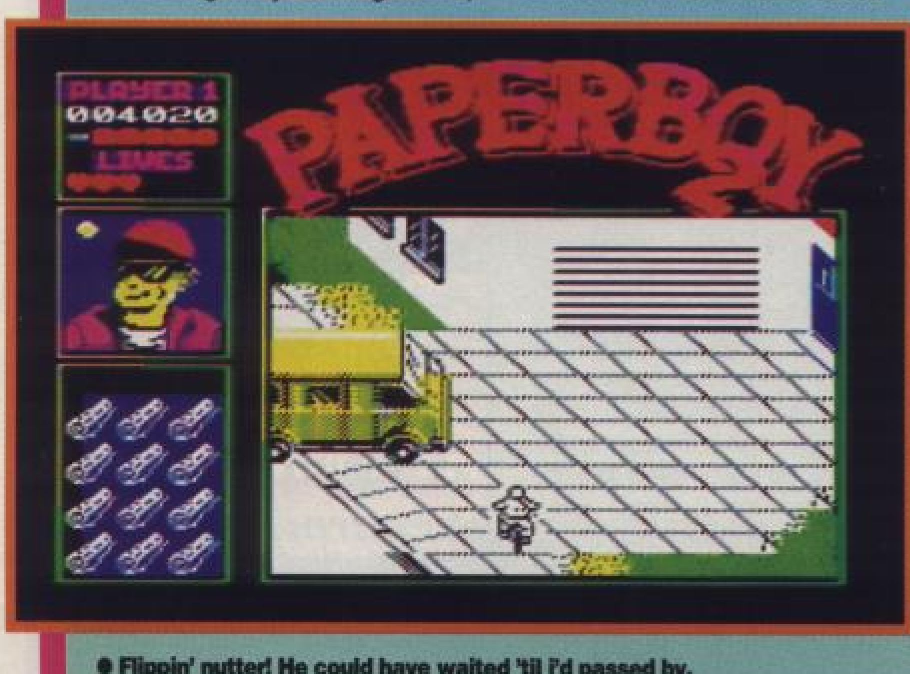
Completing the deliveries for the day earns a bonus trip around the local BMX track, complete with water jumps and targets to practice on. Surviving the first few screens of this obstacle course is a task in itself — reaching the end is something to only dream about!

On the second day of deliveries the landscape scrolls in the opposite direction to the first and features new obstacles and strange homes to deliver to. Boring suburbian houses make way for medieval castles, and there are increased dangers in the shape of homicidal vans that back unexpectedly out of garages, runaway prams (complete with babies — and no, you *don't* get bonus points for splattin' 'em!) and spooky ghosts!

Your boss back at the papershop won't be pleased if you lose all your subscribers so failing to



● Pick up the papers and you can smash a few more windows.

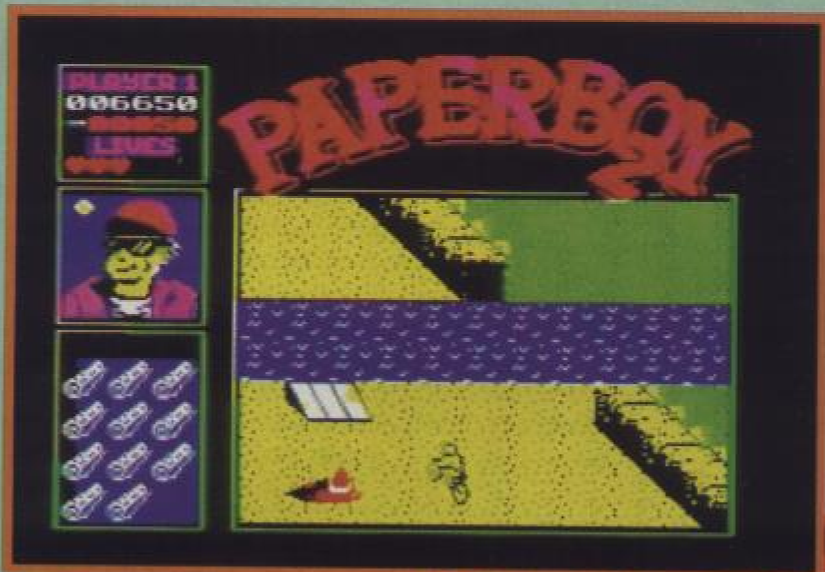


● Flippin' nutter! He could have waited 'til i'd passed by.

LUCY

I can think of nothing worse than being a paperperson — all those ridiculously early mornings, lousy weather and enamoured dogs trying to mate with your leg. But as coin-op translations go, this is a good version of an oldie. As well as graphically competent, it's well designed, fast and full of surprises. Getting your paperboy/girl under control can prove difficult — the controls are less responsive than they could have been — but once you've got the hang of things you'll be hooked. There's loads of action at all times, with ever-increasing hazards to disturb your round and ruin your day — in this game it's permanently Friday the 13th. *Paperboy 2* is playable, addictive and has nice touches all over the place. There are trees and hedges I swear jump out and bite you (I've only been drinking shandy, honest hociffer — hic!) and the BMX course is a goodly laff. The slightly unpredictable controls and perspective detract from the gameplay slightly but it's still impressive stuff. ● 82%





● The BMX track, complete traffic cones!

deliver at least a few of the papers to the right place results in the big heave-ho! You discover who still wants a paper-throwing maniac coming to their house by studying a map of the street, displayed at the start of each level.

HALF A DECADE?

Over five years have passed since the first *Paperboy* and there have been many revelations in the world of Spectrum computing since.



● The newspaper journos are a real pain

Some people would call the *Paperboy* style 'classic', others would simply say it's dated.

There's still plenty of fun to be had, even though nothing major's been added. The new obstacles and bonus track offer some playability but you could soon get fed up of *Paperboy 2*.

The new sprites and backgrounds are excellent — lots of colour and detail have been packed in. Having the choice of boy or girl is a thoughtful touch, the main sprite and status panel adapted as required.

Other neat additions are the newspaper headlines that appear between levels or when you fail, although I can't see the relevance of some of them!

Paperboy 2 offers more of the same for all fans of the original. Many Spectrum owners will never have played the first so this'll be a treat; people who've been playing the game since 1986 may soon find themselves getting bored. A nice follow-up, though.

● 84%

Rating

More of the same for *Paperboy* fans and a great arcade conversion for newcomers

PRESENTATION	86%
GRAPHICS	82%
SOUND	84%
PLAYABILITY	78%
ADDICTIVITY	83%
Overall	83%

Bismarck

Summit ● £3.99 cassette

The great German warship, Bismarck, weighed in at 41,700 tons and was launched in April 1941, making us Brits quake in our boots. So we sent out more than 30 ships to blow 'er out the water. Luckily (for us), a Swordfish from the aircraft carrier Ark Royal blasted her rudder beyond repair, leaving her a virtual sitting duck and easy prey for our ships.

Bismarck, the game, brilliantly recreates the last days of its nautical namesake. Control either the German vessel and escape to more friendly waters, or the pursuing British fleet. If you can't cope with the historical scenario, there are five set battles to practice on.

It's very complicated (as all good strategy sims should be), but intelligent use of icons and an excellent joystick option stop it being tedious. Unfortunately, the instructions don't come up to the game's high standard and seriously mar enjoyment for the first few plays.

An amazingly accurate simulation of naval warfare, all-important elements such as weather and visibility are well covered. When engaging an enemy ship, careful study of direction and gun elevation wins the day, not lightning reflexes and mindless button-bashing. Watch out for damage to your own ship, too — delay sending that firefighting party too long and you may not live to regret it...

Again true to life, there's more to the game than open warfare. Some strategy hints are offered, but don't expect an easy time of it — Admirals aren't trained in a day (not even in the Italian navy!). It's up to you to know what's going on around you — it won't be offered on a plate. (I was once relieved of all duties for sinking one of my own ships!)

Strategy games don't appeal to everyone, but those who like a challenge will like *Bismarck*. It takes a while to get used to, but it's atmosphere, playability and incredible degree of historical accuracy make it a real winner.

● IAN



● Ready, aim, fire! Oops, it's one of our ships!

Rating

PRESENTATION	90%
GRAPHICS	87%
SOUND	85%
PLAYABILITY	91%
ADDICTIVITY	87%
Overall	89%

The Last Commando

Summit ● £3.99 cass

Here's an original storyline, folks. The year is 2046 and the Industry of Intelligent Androids have created Dergon, a revolutionary device capable of human-like thoughts. The trouble with robots having human intelligence is they don't have a soul, so things soon started to go horribly wrong.

The only way to save mankind is to destroy the androids' planets. Explosives have been secretly planted over the past two years and now they need someone to set them off. That someone is you — the Last Commando.

Does anyone remember the old *Defender* games? You know, where the landscape scrolls both left and right and a sleek ship zaps lots of aliens into oblivion? This is an updated version of that idea, and it's quite a spiffing one, too.

There are three planets to be destroyed, Zorak with eight explosives to be set, Alfard with six and Grisum's ten. They play in a similar manner but have different backgrounds and aliens. These nasty little beings move around in set sequences so studying their actions is a good idea.



● Watch out for the menacing mushroom clouds. They are fun guys (fungi) to be with

Icons placed randomly around landscapes help your mission: clocks for time, weapons to make you mega-hard, transport platforms and ionic batteries which start the detonation sequence for each planet.

The Last Commando is a slick version of a classic arcade game. Everything's very colourful and there's some great presentation graphics and backgrounds.

It may have all been seen before but not for a long time. This is a game style that's well worth forking out for, so why not try it with *The Last Commando*?

NICK

Rating

A classic game style your software collection shouldn't be without

PRESENTATION	78%
GRAPHICS	70%
SOUND	66%
PLAYABILITY	60%
ADDICTIVITY	62%
Overall	65%

Moontorc

Atlantis ● £3.99 cass



● Look at the size of that mushroom, you could make soup for the multitude with that!

In days of old when knights were bold, there lived a hero who wasn't afraid of anything (even the Ed's scathing tongue). Good job, too, 'cause his job's to rescue the fair Princess Lalena from the clutches of the evil Dark Lord (courtesy Crap Names Inc).

Four levels filled with very unfriendly minions stand between our boy and the object of his search. In each level find three parts of a Moontorc (a piece of Celtic jewellery worn round the neck) to present to the Tollman, giving access to the next section.

As your character leaps from screen to screen, he's attacked without mercy (she's at home with flu). Lucky for him he carries a few weapons about his person, including magic spells, axes, shields and a sword. All weapons bar the sword are limited; icons stretched across the status panel inform the player which objects they hold.



● Hello Mr Wizard. Let me in for a quick half!

Extra items can be bought from shops (provided you have enough dosh); chests full of gold can be found to fill the coffers.

Very often the character's progress is blocked by different coloured doors. But fear not because colour-coded keys can be purchased to unlock the obstructions (put that axe down, Lucy). Good luck, brave hero, Princess Lalena awaits.

I must admit I approached *Moontorc* with a sense of dread. From the screenshots on the packaging, it looks like a *Stormlord* rip-off.

Happily, *Moontorc* is a rather spiffy game, especially the small but colourful, nicely detailed backgrounds. Although short in stature, the hero's a mean-looking dude, and needs to be with the task that lies ahead. *Moontorc* is well worth the measly price tag.

MARK

Rating

PRESENTATION	80%
GRAPHICS	88%
SOUND	78%
PLAYABILITY	85%
ADDICTIVITY	84%
Overall	85%

Movie Premiere

Elite ● £14.99 cassette

Lights, camera, action! For years Hollywood has been home to the stars. Now software companies everywhere are cashing in on movies licences which bring the stars to your Speccy screen. MARK 'BARRY NORMAN' CASWELL grabs a bucketful of popcorn and settles down for an evening's entertainment with the latest film tie-in compilation...





● The future is a dangerous place when Doc Brown is around

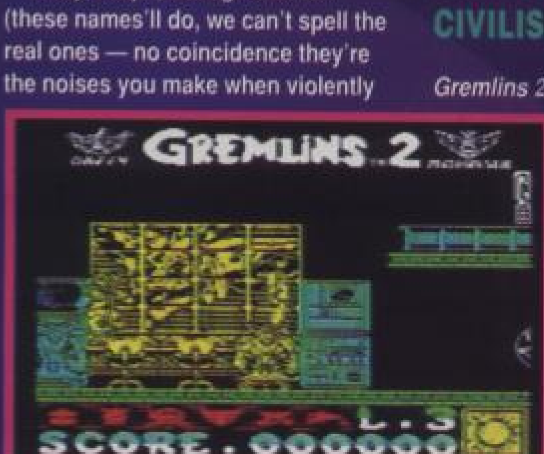
This cinematic pack contains four games, *Teenage Mutant Hero Turtles, Gremlins 2: The New Batch, Back To The Future II* and *Days Of Thunder*.

Teenage Mutant Hero Turtles: Even though Guido, Speedy and Polly (commonly known as the Samurai Pizza Cats) are now more popular than the shelled amphibians, the turtles are here to save the day (with no sign of Mighty Mouse).

Huey, Ralph, George and Bert (these names'll do, we can't spell the real ones — no coincidence they're the noises you make when violently sick!), the pizza-munching heroes, are on a mission to save poor old April O'Neil from a fate worse than an anchovy pizza nightmare.

Yep, she's been abducted by the arch baddy himself, the infamous Shredder (boo, hiss). The chase is on through the sewers of New York to save the lovely April and Shredder's henchmen are lurking around to punch your lights out.

NOW THAT'S *NOT* CIVILISED



● Green and slimey critters ahoy!

Gremlins 2: The New Batch: Sees the return of little Gizmo the Mogwai and his pal, Billy, as they try to stop the latest batch of Gremlins escaping from a high-rise building called Clamp Plaza.

Billy has until nightfall to destroy the little swines but the task isn't easy. As he wanders around the game's many rooms, he's attacked by myriad hybrid Gremlins, the result of genetic experiments.

But he isn't helpless: Gremlins hate bright light so our Bill carries a torch to protect himself. Also Gizmo turns up now and again in Rambo gear to lend a much needed hand (paw?).

Back to the Future II: 'Marty, you've got to come with me back to the future — it's your kids, Marty, you've got to do something about your kids...!' In this second outing Doc and Marty whizz back and forth through time in the famous De Lorean time machine.

There are five levels. Set in 2015 (quarter past eight? —Prod Ed), the first sees Marty on a futuristic skateboard trying to stop his son landing himself in jail. The second puts the player in the shoes of Jennifer (Marty's girlie), who's mistakenly taken by the police to her house of the future. From here she must escape before all and sundry can return to 1985, then head to the final stage in 1955.





A MIXED BAG

Days Of Thunder: Based on the ultra-boring Tom Cruise movie, you play Cole Trickle (bloody stupid name), an up and coming NASCAR racer who dreams of winning the Daytona 500.

There are six races to compete in, starting at Daytona and going through Phoenix, Atlanta, Talladega and Charlotte before returning to Daytona for the final. There are 16 computer-controlled cars in each race so rev that engine and head for the finish line!

Movie Premiere is a mixture of excellence and old tosh. *Gremlins 2* and *Teenage Mutant Hero Turtles* are both rip-roaring games whereas *Back To The Future II* and *Days Of Thunder* received slatings when first reviewed, so what's the point of re-releasing them?

Overall, *Movie Premiere* is a 50-50 split, two good and two crap games. Consider carefully before purchase; it's almost worth buying for the goodies (Tim Brooke-Taylor'll be pleased —Prod Ed).

Rating

TMHT	81%
BTTF II	49%
GREMLINS 2	84%
DAYS OF THUNDER	35%
Overall	**63%**

NEXT MONTH

Get down Shep, it's...

POTSWORTH AND CO

Check out our mega-brill totally exclusive demo — the first in Hi-Tec's premier series.



The Poke Zone

More naughty cheating on next month's Powertape with the latest installment of Poke Zone! Gasp in awe of the infinite lives POKE, stare in wonder at the invulnerability cheat. Yup, you'll complete all your new games in one go when you enter the POKE ZONE!

Stamp out loads of alien scum with...

Eliminator

Lasers ready, thrusters ready, go! Take pole position in a race to the death. This three dimensional mega-game blows your mind with the sheer speed and quality of the graphics. It's as if you've gone forward in time and are really racing through space!

Bringing up the rear...

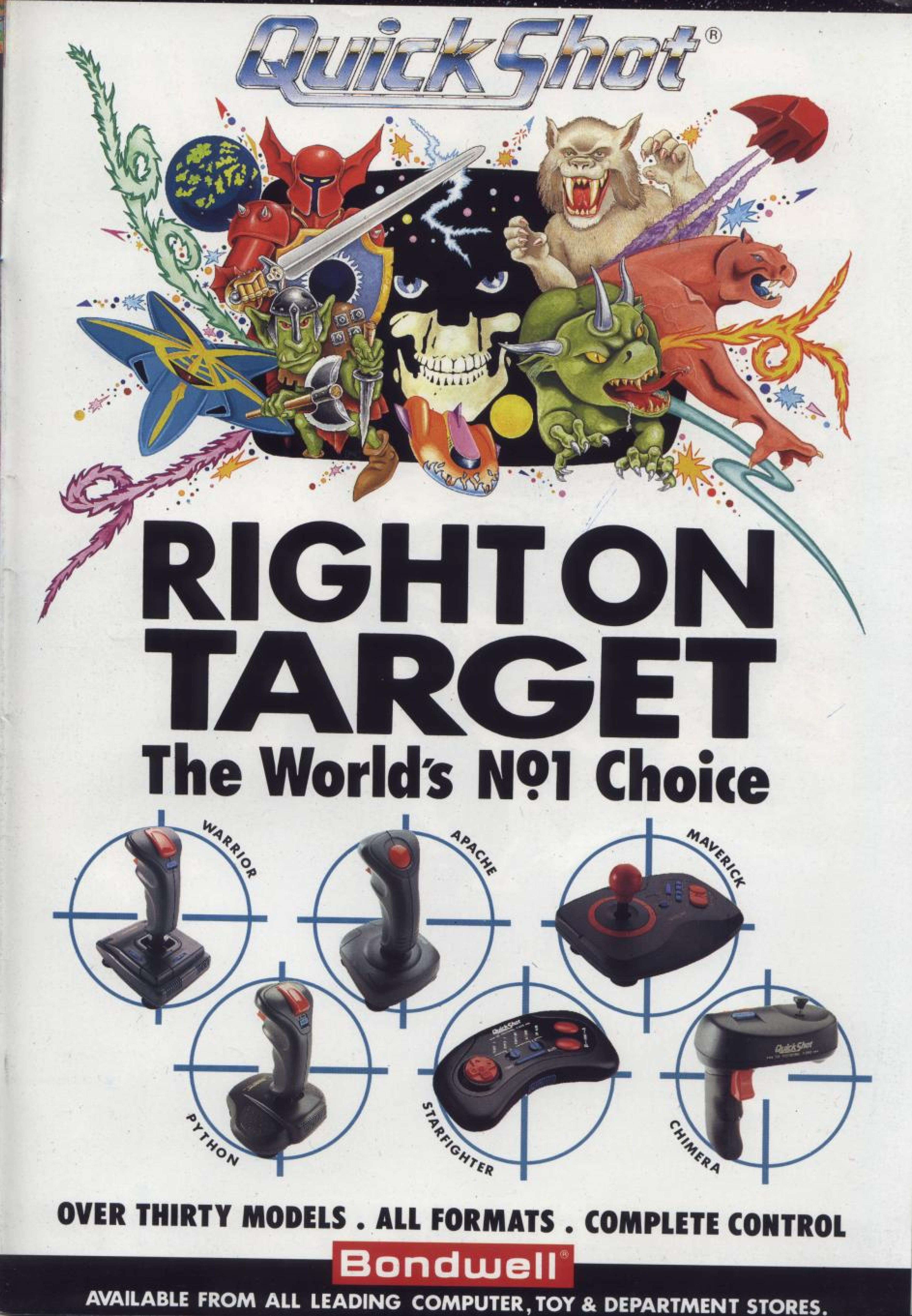
- Lots more playing tips, reviews, previews and competitions from the top software houses in the Spectrum world.
- We wave goodbye to ol' Corky Caswell with a bang! Well, that was the noise he made when we dropped him out of the window anyway!

YOU'LL BE MAD AS A MARCH HARE IF YOU MISS THIS!

Just say NO to other cover tapes, play...

XENO

Let's play whack-a-ball about! In this crazy game of skill and daring, work out the angles to the finest degree then bash the counters around until you score — what could be easier? Quite a lot of things, actually — tune in and see!


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SPACE GUN

TAITO



YOU HAVE BEEN ORDERED TO RESCUE THE HOSTAGES IMMEDIATELY!!



The year is 2039 A.D. Man takes deep space exploration to a new level of sophistication. However, at a distant space colony, a sudden escalation of unexplained disappearances and deaths cause the Federal Government of the Earth to launch a thorough investigation. Their best team of commandos are consigned to the far reaches of the galaxy. Enroute, they intercept a distress signal emitting from an Earth-bound cargo ship. The crew has been taken hostage by an unknown life form and are in great danger if not rescued immediately. The alien forms must be destroyed before they reach their final conquest... **The Earth!!**

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